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Dungeons & Dragons

ALL HAIL THE PRINCES OF ELEMENTAL EVIL!

30 dragon

dragon

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TALES FROM THE TAVERN

The tavern gets a bad rap these days. In 30-some years it's gone from a D&D staple to an oft-maligned cliché. The approach of a strange traveler, a *Heward's handy haversack* full of adventure hooks at his side, has become the prototypical ham-fisted way to introduce an adventure to the party, the last refuge of an overworked DM. Over at our sister magazine, DUNGEON, an adventure set-up featuring a tavern doesn't even make it past the first round of submissions. As almost any D&D player can tell you, there are more creative ways to get the adventure on its feet and headed toward the dungeon (or the heartfelt romance, or the political intrigue, or the four-hour festival of shopping and eating, or whatever).

Over the last several years I've played hundreds of RPGA convention games, read thousands of DUNGEON submissions, and have even written a few D&D adventures of my own. I've seen authors go to great lengths to avoid starting the adventure in the tavern, and I've gone to a few such lengths myself. The characters meet when something crazy happens on a city street. The characters find they have a common cause when they all witness the same crime/disaster/magical event and must protect the common folk from harm. The adventure falls into their laps while they're all riding a carriage from one town to another. And let us never forget the old-school classic, employed most recently by me in the kick-off adventure for the Age of Worms Adventure Path: "So you're standing outside the front door of the dungeon." Not a tavern in sight.

None of this means we should ignore taverns within the context of the whole campaign, however, or even that we must eschew them as a place to get all-important adventure hooks. I'm currently at work on a top-secret hardcover adventure book for Wizards of the Coast in which a tavern (well, an inn, really) features prominently. I wisely set the adventure's opening scene far from the jovial common room, but the fact remains that taverns are a convenient place for characters to gather with like-minded folk, to spend their hard-earned coin, and maybe even to get into a nonlethal fight to keep things from getting too boring or to blow off some steam. In an adventure set in large part within a city, there's just no avoiding them.

So, faced with designing encounters around one of the most cliché-ridden locales in the D&D arsenal, I've been doing a lot of thinking about the role of the tavern in the campaign. Some of my "research" for the current project has taken part at the People's Pub, a local watering hole in my home neighborhood of Ballard, on the outskirts of Seattle, Washington. My various trips to the pub have reminded me that a tavern—and really any constantly open place where people gather—isn't just a single location, but is rather a series of locations based on the time of day. In the early afternoon, the People's Pub attracts neighborhood folk looking for a beer or a quick bite to eat before rushing off to more important business. As the day progresses, the dinner crowd arrives. Wednesdays bring German food night, which attracts a slightly different crowd (more "destination" eaters rather than off-the-streeters), and by evening (especially on the weekends) things get considerably more boisterous. By the time the place closes at 2:00 A.M., only the die-hards and the drunks remain (so they say—I wouldn't know, of course).

The point of this is that the People's Pub, or really any tavern, caters to a different clientele at different times throughout the day. It's not unreasonable to populate a D&D taproom with quiet professionals and professors during the daylight hours, with families and friends during dinner, and with gregarious (or treacherous) adventurers at night, when the tavern's function changes from food service to social meeting place. By the time most of the social drinkers have retired for the night only the professionals—the tavern staff and a few sodden dwarves—remain. Each of these constituencies has different adventures to offer and different stories to tell. If you pay attention to the tavern's ever-changing schedule and clientele, you'll be sure to present a locale that is never boring, and almost never cliché.

ERIK

Erik Mona
Editor-in-Chief
erikm@paizo.com

SCALE MAIL

Tell us what you think of this issue. Send an email to **scalemail@paizo.com**. Please include your name, city, and state.

CRUNCH NOT COSMO

My girlfriend is in advertising and she tells me that the 18–34 year old male is one of the toughest demographics to appeal to. As someone that falls into that demographic, here is what I think. I don't subscribe to DRAGON to be entertained, I see it as a tool that is somewhat entertaining. Instead, as of late, I find that my copy of DRAGON is ending up in the bathroom next to my girlfriend's copy of *Cosmo*. Whereas it used to be that I was cramming it into my 50 lb. bag of books to take to my next session. Point is, it's the crunch we're after. Whenever I read an entertaining article I'm done with it. Alternatively, if I have something that I can use I will use it until the cover falls off.

That being said, here are some examples. The 30th Anniversary Special (DRAGON #344), with Tiamat on the front. When I got that issue I nearly peed myself, as in my campaign the PCs are going up against Tiamat. Needless to say, that issue was the biggest let down yet, as three of the articles were stories. While I may enjoy the stories, I don't buy DRAGON for them. Alternatively, I have an issue (I don't know the number because the cover fell off) that has variants for all the basic classes, grouped by spellcasters, barbarians and druids, rogues and bards, etc. and I take it to the beginning of every campaign. A more recent example is DRAGON #342's "The Power of Faith" article with the initiate feats. Every time I or someone else I know plays a cleric, that issue will come out of the bag. It is that kind of article that will keep me coming back for more, and I think that most, if not all, of my 18–34 male (and female) gaming buddies would agree. You know, in the last issue Erik quoted Kim Mohan as saying, "The idea back then, of course was that the magazine sold itself." I think that with a little work, it still can.

Brant W.
Fayetteville, AR

Thanks for the letter, Brant. Trying to find the right balance between rules content and inspirational background content is always difficult, and the perfect solution is different for each reader. Our anniversary issue included so many stories because articles like "The Voyage of the Princess Ark" and "The Wizards Three" have been important parts of DRAGON's history for decades. Putting all of that stuff in one issue might have tipped the scales too far in favor of flavor and too far away from nice crunchy rules material, but with issues like this one with tons of monsters, spells, and magic items, I'm confident that the balance will always swing back.

KNOWLEDGE CHECK
Question: What is the fifth element?

DEMON WORSHIP

I want to say that I have been enjoying the "Demonomicon of Iggwilv" articles series so far.

I must say the quality of the articles have been superb and surpass the material found in *Fiendish Codex I: Hordes of the Abyss*. Each article takes an in-depth nature and look at each of the Demon Princes (-esses), which has given me tons of ideas! Even though *Fiendish Codex I* has been released I hope this doesn't mean the end of the "Demonomicon." I know there is plenty to still be written about. It would be great to see the Queen of Chaos and Miska the Wolf Spider in an upcoming article, as well as a third-edition conversion of their spyder-fiends that serve them both! Keep up the great work and I hope to see more in the future.

Michael J.N. Arellano,
Los Angeles, CA

The Fiendish Codex and "Demonomicon" articles come from the same diseased minds, so they should fit together hand in hand (or is that talon in talon?) quite easily. The series is the most popular column we've created in the last decade (second only to "The Ecology of," with "Core Beliefs" right on its heels), so I'd say the chance of us stopping any time soon is shorter than the lifespan of an angel on Azzagrat. I wouldn't be surprised to see

FOUR COLOR FANTASIES

DRAGON TALK

Alongside their adaptations of Margaret Weis and Tracy Hickman's DRAGONLANCE *Chronicles: Dragons of Winter Night* and R. A. Salvatore's *The Legend of Drizzt: The Crystal Shard*, comic creators Devil's Due Publishing keeps cranking out some of D&D's best-known tales. The newly released DRAGONLANCE *Chronicles: Dragons of Autumn Twilight* collection compiles the first eight issues of this epic into one trade paperback. Adapted by Andrew Dabb and illustrated by Steve Kurth, these stories detail the decisive, early adventures of DRAGONLANCE's famed Heroes of the Lance.

From dragonlances to dragonshards, Devil's Due ventures into a world of action and airships with EBERRON: *Eye of the Wolf*. Written by the setting's creator, Keith Baker, and brought to life by artist Chris Lie, this foray into EBERRON weaves a tale of dark magic, powerful technology, and cruel fate. "*Eye of the Wolf* is the first installment of a saga that will take readers across EBERRON and allow them to view the wonders of this world in an entirely new way," says Baker.

Find out more about these titles and Devil's Due Publishing's other D&D releases at **devilsdue.net**.

DRAGONLANCE *Chronicles: Dragons of Winter Night*

EBERRON: *Eye of the Wolf*

the Queen of Chaos appear in a "Demonomicon" one day, but you can be sure that if we revisit the "spyder-fiends" we will be giving them a new name. As far as this Mitsubishi Eclipse driver is concerned, a "spyder" is a convertible and not a DUNGEONS & DRAGONS *monster.*

ECOLOGY QUANDARY

First, let me say that I really enjoy the Ecology series. But I have one big problem with it: you don't make an obvious reference what book the creature is from. I know all you D&D pros up at Paizo have *Monster Manuals I–III* memorized page by page, but we common folk can't remember where to find these monsters. The first sentence in every ecology article should tell me where to reference the base creature entry.

Yes, I know that sometimes I can find the reference by flipping a few pages into the article and seeing the "Advanced" version of the creature you publish. But sometimes you forget to put the reference even there (e.g. "The Ecology of the Inevitable"). Please make it easier for me to utilize these articles!

Matthew Avery
Berkeley, CA

In the past we've only referenced creatures that live someplace besides the Monster Manual, *usually in their advanced stat block. Ergo, creatures like the inevitables didn't get a reference—not because we don't love them, just because they're in one of the core books. Starting with this issue, however, in addition to the notation in their stat blocks, we'll be listing where the beasties covered in the month's ecology appear as*

Chaos Wasteland
RPG BIT-TORRENT TRACKER

d20 system

SCAN REQUESTS

DUNGEONS & DRAGONS

- Secrets of Xen'drik
- Dragondown Grotto
- Fields of Ruin
- Dragons of Faerûn
- Tome of Battle

paizo

- Dungeon #137-138
- Dragon #346
- The Shackled City Hardcover

DRAGONLANCE

SOVEREIGN PRESS

- Price of Courage
- Dragonlance DM Screen
- Dragons of Autumn
- Bestiary of Krynn - Revised

- Testament
- Avatar's Handbook

QUEEN ROMIN PUBLISHING

If you really like a product, support by buying it.

If you have a scanner, scan and share it.

If you have a computer, help to OCR it.

a standard part of their Knowledge Check sidebar. And, since it sounds like a lot of folks would find this helpful, we'll list the book and page number for every creature we cover, whether it lurks in the core Monster Manual *or on the last few pages of* Deep Horizon. *Way to change the world, Matthew. —W.S.*

CUTE GLOOM?

As a huge fan of DRAGON and DUNGEON magazines, I must applaud you guys for yet another very well presented and informative volume of DRAGON (issue #344). Congrats on 30 years. The main reason for my letter though is to inform you that from issue #344 onwards, my favorite dragon will forever always be the gloom dragon. How cute and kind can a dragon be? If at any time I am lucky enough to come across a gloom dragon I would want to attempt to sit with it and talk about many things. Thank you guys for the gloom dragon.

Crythor
Redcliffe, QLD, Australia

When you are sitting and chatting with the gloom dragon, I might suggest that your first topic of conversation could be "why I think a vulture-headed, tombstone-spined, graveyard-dwelling dragon is cute." Must be those doelike green eyes.

CLASS ACTION

This year is my first subscription to DRAGON and I must applaud the equipment arrays presented in the adventurer Class Acts section of issue #345 as well as the mounted fighter equipment selection in the same section of the latest issue, #346. I would be very interested to see more of these equipment arrays for other niches, possibly ones with coincide with popular profession skills. Again, props!

Benjamin K. Hansberry
Alexandria, MN

Thanks for the kind words Benjamin. When Christopher Wissel proposed the idea of different equipment arrays, I wasn't completely sold on it. But then he showed me what he was planning and the rest, as they say, is history. I would certainly welcome more of those kinds of articles in the Class Acts section. (And I'm certain that isn't a veiled hint to any and all freelance writers out there reading this.) —M.M.

DEMO-WHO?

As a huge fan of the "Demonomicon "articles, I was wondering if we would see an article on Demogorgon to go along with the Savage Tide Adventure Path? It seems like it would be a natural choice since the third Adventure Path features the Prince of Demons as its primary antagonist. Anyway, if it hasn't been specifically planned, let me say I hope that one is done to go with the Adventure Path III. I really enjoyed the first two, and having this sort of article to go with the third would be the ultimate icing on the cake.

Rebekah Holmes
Via Messageboards

Demogordon? The Demon Lord of Batman's Policeman Allies? That sounds fantastic! Consider it done. Oh, wait a minute... you said Demogorgon? Oh, yeah, we can do that too. —J.B.

BACK DRAGONS

As a new subscriber (my brother got me a subscription this past Christmas), I must say that I'm very impressed with the quantity and quality of the content of your articles and features. I look forward to getting my new DRAGON every month just to see what's coming next. Considering that I've missed 29.5 years of quality D&D content, I was wondering what options, other than ordering back issues, were available for obtaining content from previous issues.... Do you have any plans of releasing back issues as PDFs, eBooks, or anything like that so that those of us who have missed a lot of the good stuff can catch up by spending a flat fee? Keep up the good work.

Matt Opitz
Pasadena, MD

You can find sold-out backissues as PDFs available at **paizo.com**. *Print backissues we still have copies of are also available at* **paizo.com/backissues**. *—J.B.*

GAGA FOR BABA YAGA!

I have been collecting a number of issues of this magazine in recent years and in doing so I have stumbled across the mention of this being. The second time was in the current issue. I am wondering if there will be an article that talks about Baba Yaga in the future, because I would be very interested to learn about this sinister Witch Queen. Let me know the details.

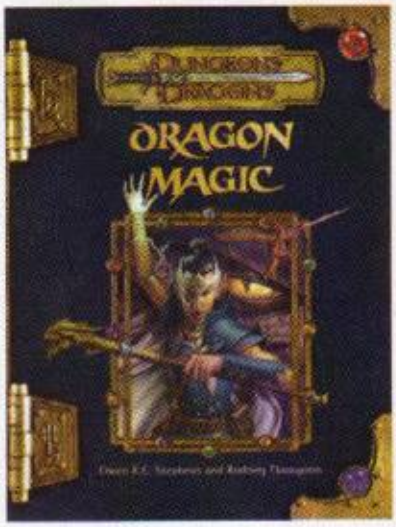
Tower Dark
Via Email

While we don't have any plans for a Baba Yaga article at present, readers interested in learning more about the witch mentioned in #345's "Demonomicon of Iggwilv" and #336's Spellcraft need look no further than **paizo.com**, *which boasts an extensive collection of electronis out-of-print* DUNGEONS & DRAGONS *adventures, rulebooks, and supplements for the low price of four bucks apiece. Of particular note is Roger E. Moore's* The Dancing Hut of Baba Yaga, *a second edition AD&D adventure for characters level 7–20. An earlier (and somewhat more beloved) treatment of the same adventure—also by Moore—appeared in* DRAGON *#83, which is sadly long out of print and consequently is much more difficult to find. Your best bet is probably the (now also difficult to find)* DRAGON *Archive CD-ROM or an online auction site like eBay. —Erik Mona*

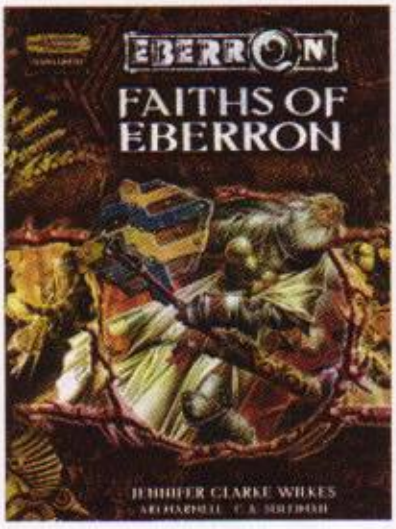
KNOWLEDGE CHECK ANSWER

Answer: While several sources claim that love—or "heart"—is the fifth element, it is widely accepted that Leeloo Dallas (AKA Milla Jovovich) is the fifth element.

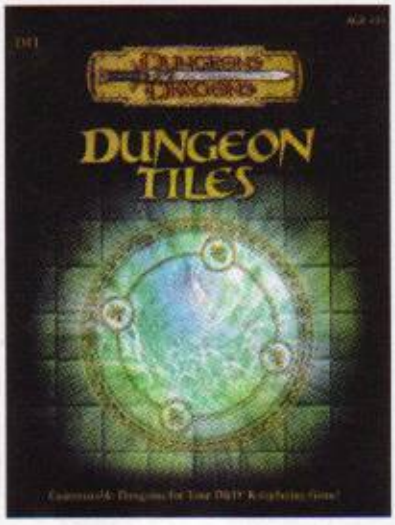
NEW RELEASES



Join the ranks of the most magnificent and feared creatures in DUNGEONS & DRAGONS with *Dragon Magic*. With additional insight into the lives, plots, and arcane secrets of dragonkind, this scaly volume allows every character to employ the magic and power of these fearsome creatures. Authors Owen K. C. Stephens and Rodney Thompson adapted new rules and plot elements that allow for myriad draconic adventures, from heroes bargaining with fickle wyrms to dealing with the dictates of a draconic emperor. The tome even includes the basis for a new campaign setting—or an add-on to ongoing campaigns—where mortals wield the powers of wyrms.



Faiths of EBERRON peers beyond the mortal realm into the domains of Eberron's mysterious and elusive deities. Discover the workings of world-spanning churches and reclusive cults, take up arms as a holy (or unholy) warrior, and reveal what plots make all mortals their pawns. Writers Jennifer Clark Wilkes, Ari Marmell, and C. A. Suleiman illuminate the workings of major religious factions like the Church of the Silver Flame or the ghoulish Blood of Vol. The piety and beliefs of warforged, numerous prominent NPCs, and a sample adventure provide DMs with all they need to make the religions and deities of EBERRON prominent players in their campaigns.



D&D Dungeon Tiles strive to make it easier to set up encounter areas than with just markers and miniatures. Each set provides more than thirty-five tiles, ranging from large rooms and long corridors to smaller spaces like doors, pits, portals, and stairs. Design team member Jesse Decker says the pieces are "easy to customize" and were "carefully chosen to maximize value." Each tile features full-color, double-sided illustrations by Jason Engle, printed on sturdy board game stock, and all have the standard 1-inch grids. Future expansions are already in the works, with plans for a second set to focus again on dungeons and a third to feature crypt and tomb environments.

NEXT MONTH IN DRAGON #348

Variant Vampires
by Michael J. Montesano
Bring new terror to the night with these three blood-sucking fiends.

Bestowed Curses
by Jonathan Drain
Make the heroes pay with these alternates for the most vile curse.

Horrors of the Daelkyr
by Nicholas Herold
The twisted nightmares of Xoriat return to menace your players with these 6 new monsters.

Core Beliefs: Vecna
by Sean K Reynolds and Samuel D. Weiss
Necromancer master, lich tyrant, and secretive god, only the most depraved kneel at the Spidered Throne to uncover the dread secrets of the Maimed Lord.

Plus!
The first installment of the Savage Tidings Adventure Path tie-in, the Ecology of the Wight, Spells of RAVENLOFT, Class Acts, First Watch, Sage Advice, and comics, including The Order of the Stick.

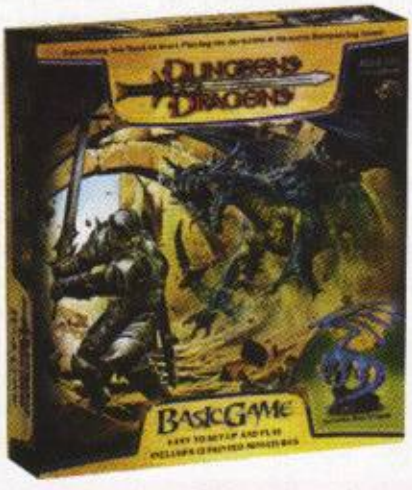
reported by Shelly Baur, Mike L. Fiegel, Mike McArtor, and Amber Scott

THE HEART OF DARKNESS

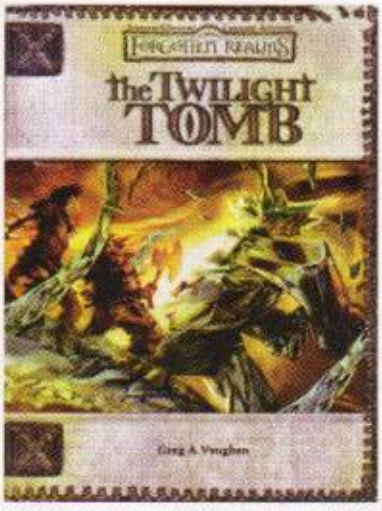
Dark Matter, a world of modern day conspiracies, aliens, and cryptozoological encounters returns, updated to *d20 Modern* rules. Still thick with mysteries and dark theories, this update retains the original concepts created by Wolfgang Baur and Monte Cook. "Dark Matter explains everything, from templars to the pyramids, from yetis to Rosslyn Chapel. Dan Brown totally ripped us off!" said Wolfgang. This new version includes selected material adapted from other *Dark Matter* sources, including the original d20 adaptation by Andy Collins in POLYHEDRON #167. Besides familiar alien encounters and *X-Files*-esque themes, fans of the setting should expect a few surprises retained from previous incarnations and the original ALTERNITY rules.

D&D BASIC GAME

Rediscover D&D or introduce new players with the updated *DUNGEONS & DRAGONS Basic Game*. Designed by Bill Slavicsek and Matthew Sernett, this latest version, as Sernett says, "was based on playtesting to take advantage of what we've learned, making it easier and better for the new player." Besides four new player books detailing pre-generated character options, there's also a booklet explaining the basics for beginning DMs. The set includes player and monster minis plus four tiles in the style of the new *D&D Dungeon Tiles*. Adventures through the *Basic Game* are designed to move players from 1st to 2nd level, while an advanced rulebook explains how to level up and readies players for the recently released *D&D Player's Kit*.



After that, a good segue into the worlds of D&D is Greg A. Vaughan's *The Twilight Tomb*, a *Forgotten Realms* adventure written for four 3rd-level characters. As a self-contained romp through a multilevel citadel of warring undead and humanoids, it's a perfect challenge for low-level characters and beginning DMs, but still offers enough depth and challenges to test even experienced players.



D&D FAN FILM FEST

Wizards of the Coast has announced its first ever D&D Fan Film Fest. Contestants create a D&D-related movie, following the guidelines at **dndfanfilmfest.com**, and vie for the grand prize of a new computer, video camera, video editing software, and a DUNGEONS & DRAGONS gift package (which includes a limited edition Colossal Red Dragon miniature). Three finalists also receive free trips to Los Angeles to attend the judging and awards ceremony.

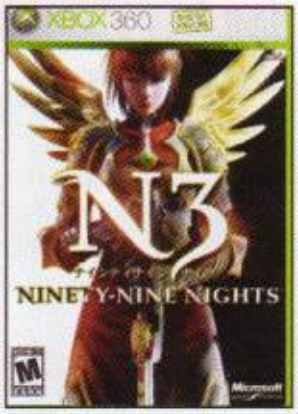
"DUNGEONS & DRAGONS is all about creating your own experience," says Scott Rouse, senior brand manager for D&D. "We're excited to see what our fans come up with and given the subject matter and audience to whom we appeal, this event will be one unlike any other."

There's still time to put together a submission, but all entries must be received by September 1st, 2006. Two weeks afterward, starting on September 15th, viewers can come to the site to check out the entries and vote for their favorite submission.

DRAGON STRIKE

At 24 inches high and more than 11 inches across, Magnificent Egos's (**magnificentegos.com**) *Viszeralyn the Colossal Oracle Dragon* is so massive she challenges the meaning of the word "miniature."

"To scale, Viszeralyn is literally the equivalent of putting a 10-story building on your game table," said Steven Creech of Magnificent Egos. Limited to a run of 500 numbered pieces, the resin figure was designed by Jason Engle and sculpted by industry favorite Sandra Garrity. Pre-orders get an additional "human-sized" 35mm miniature as featured on the **itscolossal.com** website.



NINETY-NINE NIGHTS

Microsoft pooled the talents of Tetsuya Mizuguchi (Q Entertainment) and SangYoun Lee (Phantagram) to create the fantasy action game *Ninety-Nine Nights*, releasing this month. *Ninety-Nine Nights* places you in the center of massive real-time battles with hundreds of combatants—friends and foes—that only a next-gen system can deliver. A compelling storyline told from multiple perspectives (you can choose from among seven characters) links these battles, wherein you have the choice of fighting for good or evil. *Ninety-Nine Nights* is available for the Xbox 360.

SO YOU'RE IN A TAVERN

Dwarven Forge's (**dwarvenforge.com**) most recent release takes things in a whole new direction—up. "The *Medieval Building Set* is a bold new genre for Dwarven Forge," said Jeff Martin, president of Dwarven Forge. "It allows gamers to ascend from classic dungeon set-ups to above-ground taverns, inns, and other medieval structures." Designed with timber-framed wattle and daub walls, bookshelves, secret doors, and a bearskin rug, the hand-painted Medieval Building set is fully interchangeable with all of Dwarven Forge's previous products.

DANCE, MAGIC DANCE

Tokyopop, in association with the Jim Henson Company, plans to release a manga sequel to the *Labyrinth* movie. The sequel, written by manga author Jake Forbes, follows the story of Toby, the kidnapped child from the movie. Now 13 years old, Toby finds that his destiny lies within the world of Labyrinth. He journeys back to the labyrinth, this time to assume his role as heir to the Goblin Kingdom. Also with the help of with the Jim Henson Company, Tokyopop has plans to release a prequel to Neil Gaiman's *MirrorMask* and a prequel to 1982's *The Dark Crystal*.

THIS MONTH IN DUNGEON #138

Urban Decay
by Amber E. Scott
Taking control of several powerful guilds, a cunning wererat plots to overthrow an entire city. A D&D adventure for 2nd-level characters inspired by Gen Con 2006's DUNGEON seminar.

The Weavers
by Richard Pett
An opportunistic kenku returns to the Styes with a cargo of powerful arachnids, unleashing a cult of aranea with plans to transform the city into a nest of horror. A D&D adventure for 9th-level characters.

Mud Sorcerer's Tomb
by Mike Shel
Long ago, a powerful cult of mud sorcerers sealed themselves in trap-laden tombs, surrounded by their greatest treasures, to escape the holy purge of their evil. Return to this DUNGEON classic updated to third edition. A D&D adventure for 14th-level characters.

Challenge of Champions VI
by Jonathan Richards
The annual adventurers' guild contest returns with daunting puzzles to test the cunning of adventurers of all levels.

TIM HILDEBRANDT: 1939–2006

The passing of illustrator Tim Hildebrandt affected roleplayers and fantasy fans everywhere. We grew up associating Mr. Hildebrandt's work with the hobby, fiction, and films that we loved. From the iconic *Star Wars* poster, (illustrated with his brother, Greg) to the movie poster for *The Secret of NIMH*, from *The Sword of Shannara*'s cover to the *Lord of the Rings* calendars, Tim Hildebrandt's artwork inflamed and inspired a generation. He passed away on June 11, 2006, at age 67, due to a staph infection that affected his heart.

Mr. Hildebrandt's work appeared twice in DRAGON magazine, on the covers of issues #49 and #64. He also illustrated two D&D calendars and three Realms of Wonder calendars for TSR. "It was probably the best time in his life," says Rita Hildebrandt, his wife, "because he really came into his own. He showed everyone what Tim Hildebrandt could do."

Mr. Hildebrandt's son, Charles, adds, "The work he did for TSR back in the eighties—he was proudest of that, I think."

It wasn't just that Tim Hildebrandt's work opened our minds to the wonder of fantasy. Artists everywhere realized that science fiction and fantasy were viable genres when Mr. Hildebrandt's illustrations appeared. "It opened up a whole career for so many illustrators," Rita Hildebrandt recalls. "It was the start of a phenomenon."

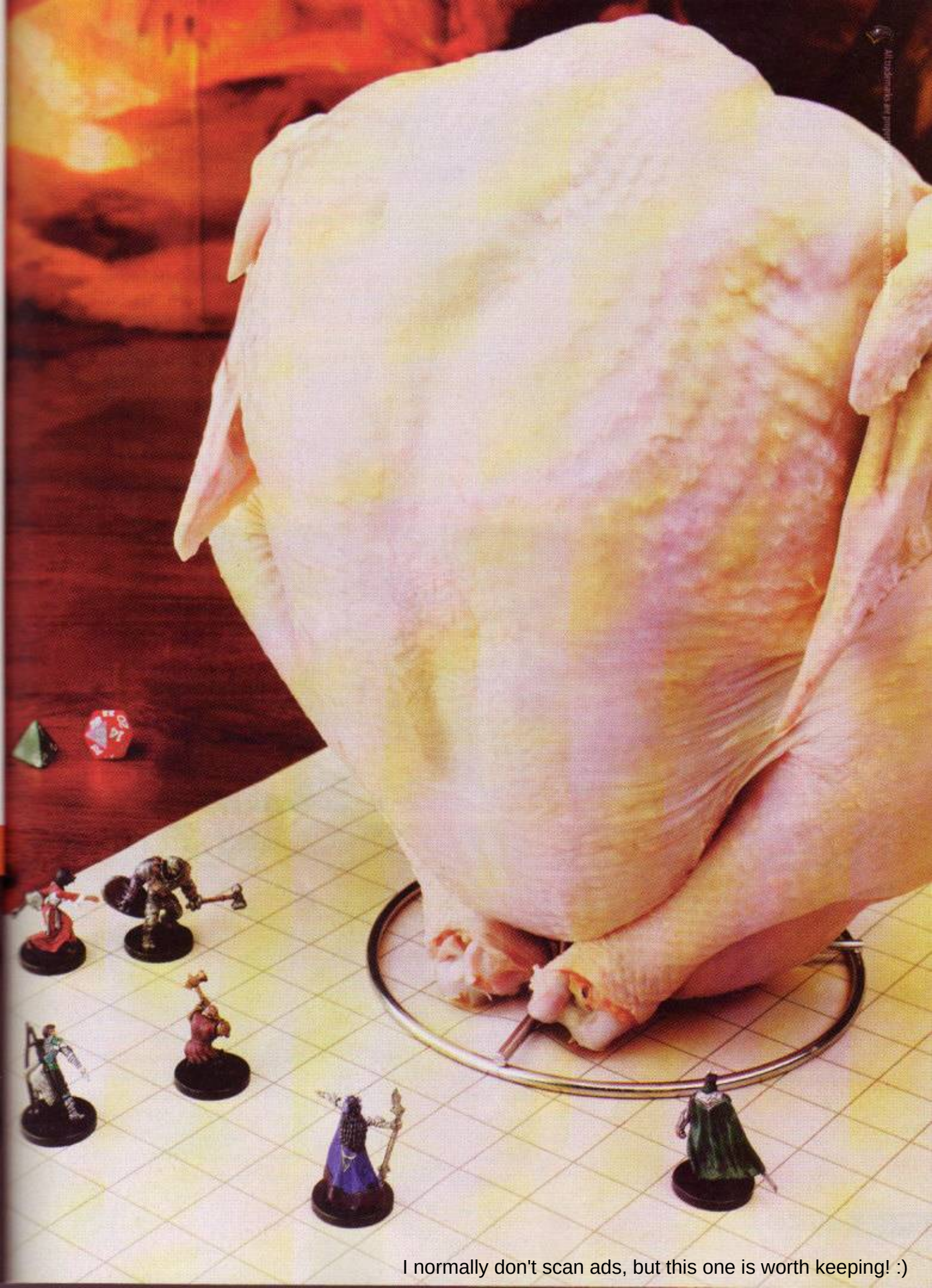
The Hildebrandt family was very involved in the fantasy industry. Charles Hildebrandt, a D&D player, drew his parents into the hobby. They attended conventions to meet with young fans and aspiring artists. Movie-making and animation held a strong fascination for Mr. Hildebrandt, and the family filmed a sci-fi horror movie, *The Deadly Spawn*, in their home. Tim and Rita Hildebrandt served as executive producers, and Charles starred.

"Tim wasn't just an illustrator," says Rita Hildebrandt. "He sculpted, he made cabinets—he was some kind of Renaissance person. Anything he touched with his hands made magic." –Amber Scott

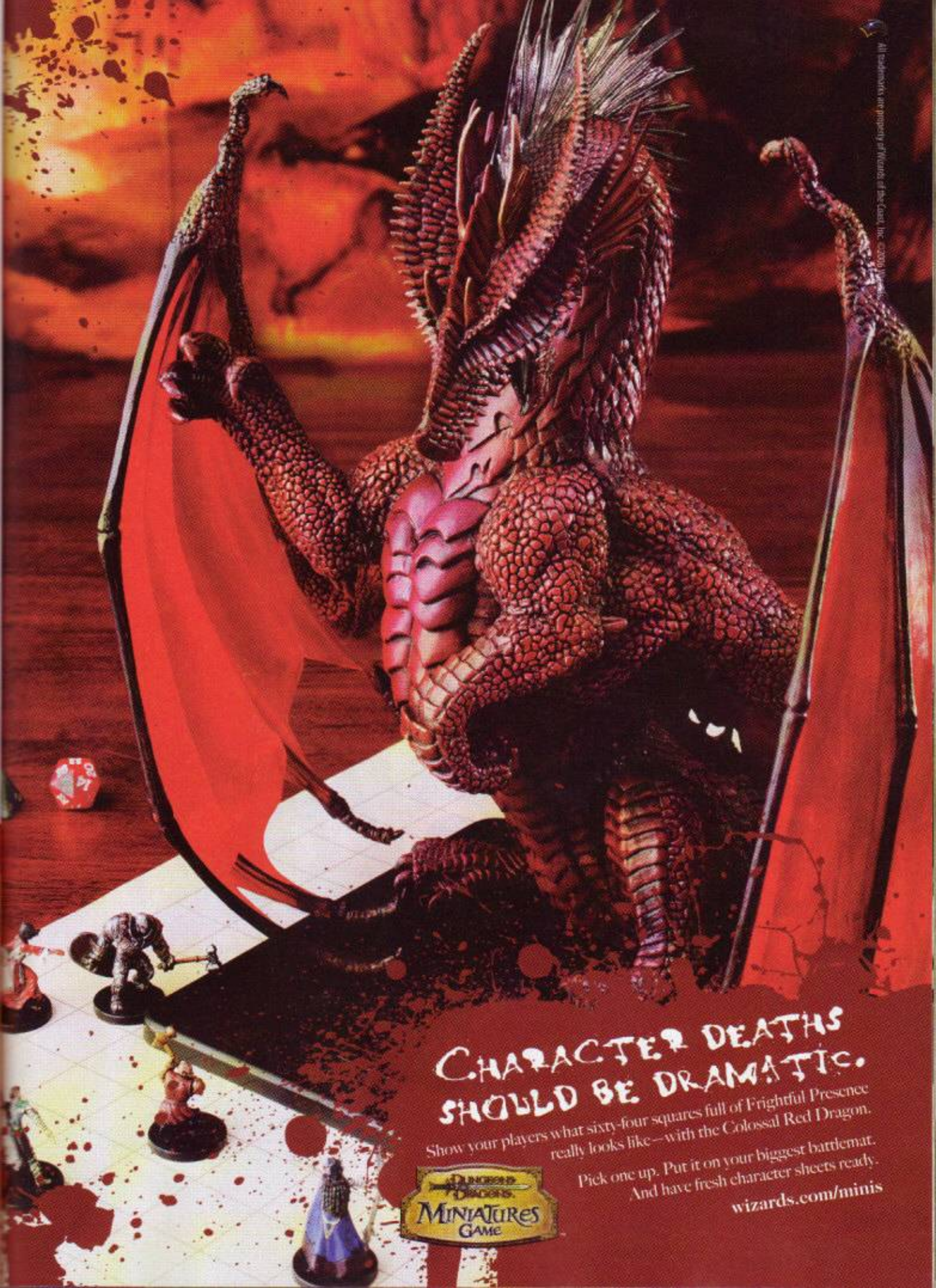
RPGA REPORT *by Ian Richards*

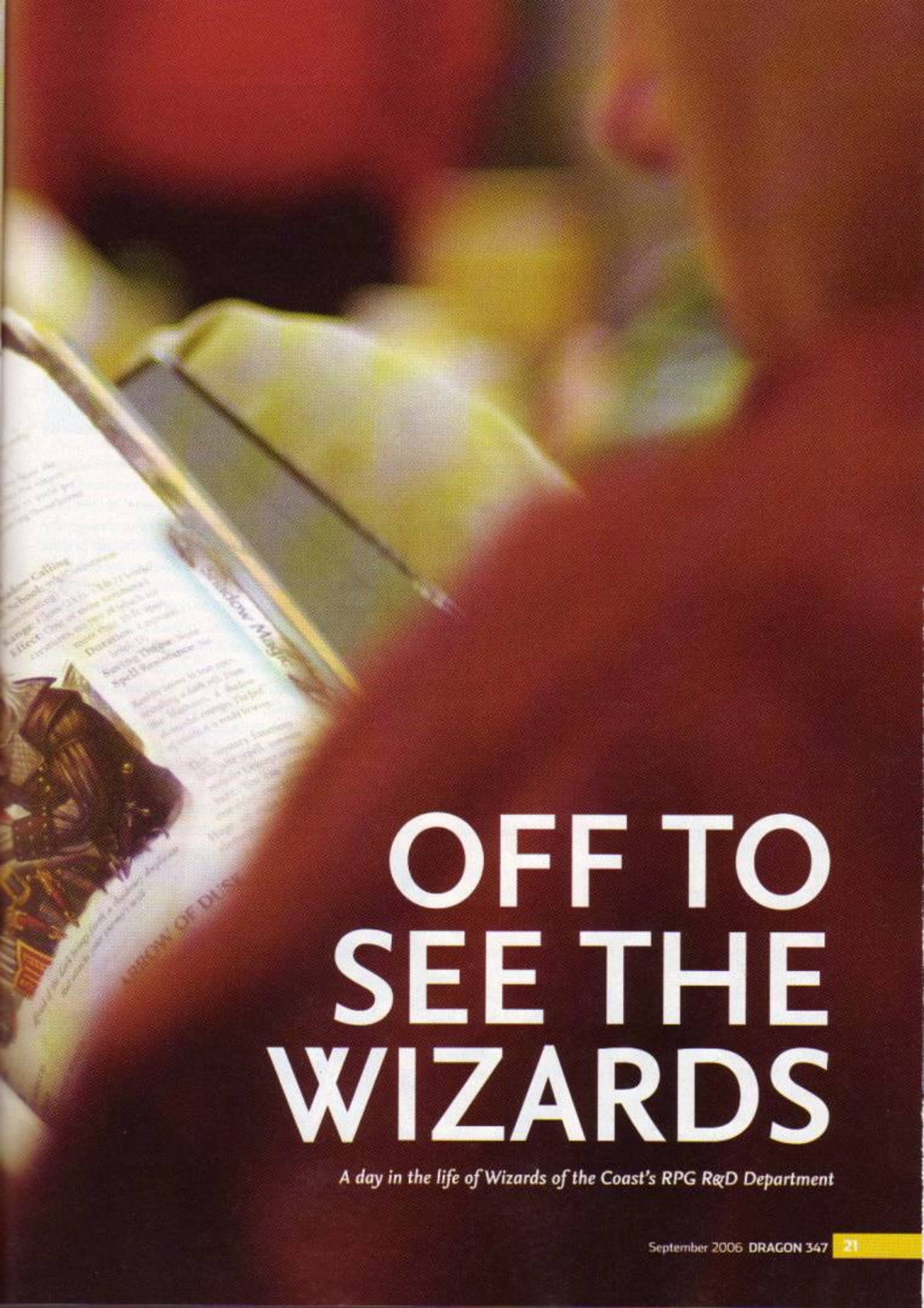
This time of year is usually packed with all sorts of D&D goodness and 2006 is no exception. Even after the RPGA's strong showing at Gen Con Indy last month, with World Wide D&D Game Day coming up on November 4th, it's still not too late to take part in some of this year's most exciting events. This Game Day we'll be returning to the haunting setting of RAVENLOFT with *Expedition to Castle Ravenloft*, one of next month's big releases, penned by veteran designers Bruce Cordell and James Wyatt. Getting your local game store to participate or finding a place to play is easy. Retailers can still apply for the D&D Game Day kit by checking out **dndgameday.com** and sending an email to **dndgameday@wizards.com**. The website also has details on what stores are already participating and where you can get in on this year's Game Day action.

Besides gearing up for this year's gothic-themed Game Day, we've also made a few changes to our upcoming D&D Miniatures tournaments. A change to the schedule for D&D Minis limited play finds us with the new finals date for our annual sealed format. The qualifiers will run from mid November until the end of the year with the finals being at Winter Fantasy in February 2007. It might seem a bit strange that the finals for a 2006 championship should be in 2007, but this is a necessary move so the championships have an equal qualifying season as the recent constructed championships had at Gen Con Indianapolis. Players still hoping to test their warbands' mettle can still take a shot at the champion's title, as qualifying events are still scheduled at Gen Con So Cal, coming up this November.



I normally don't scan ads, but this one is worth keeping! :)


CHARACTER DEATHS
SHOULD BE DRAMATIC.
Show your players what sixty-four squares full of Frightful Presence really looks like—with the Colossal Red Dragon.
Pick one up. Put it on your biggest battlemat.
And have fresh character sheets ready.
wizards.com/minis
DUNGEONS & DRAGONS
MINIATURES GAME



OFF TO SEE THE WIZARDS

A day in the life of Wizards of the Coast's RPG R&D Department

The Wizards of the Coast building: a four-story cube of glass just off the freeway in Renton, a suburb of Seattle. Across the street from Mr. Rooter plumbing, just a block away from the smoldering remains of a fire department training ground, the structure could be any office building in any town.

▼ *A life-sized Shivan Dragon guards Wizards of the Coast's reception.*

Through the main doors, the clean, modern ground-floor lobby might belong to any law firm or insurance company, and indeed a few smaller businesses have rented out the unused office space. Into the elevators and up to the reception area on the top floor, the doors open, bathing visitors in colorful light that changes every few moments. It's here that the unusual nature of the place finally begins to kick in. Turn the corner, and you come face to face with an 8-foot-tall rearing dragon, hung from the ceiling and backlit for additional menace. In the corner, a larger-than-life statue of MAGIC: THE GATHERING's Dakkon Blackblade stands at ease, sword over his shoulder. A goblin statuette sits leering in the middle of an alcove table.

Unfortunately, for most spectators, this waiting room is the end of the line. Gaming is big business these days, and without a photo ID badge and electronic pass to work the elevators, the curious aren't likely to stumble across anything juicy. Today, however, Chris Perkins, one of the Design Managers in charge of Wizards of the Coast's RPG and Miniatures Research and Development, is ready and waiting to take DRAGON readers into the depths of his department.

Perkins has worked for the DUNGEONS & DRAGONS machine since 1997. His continued enthusiasm for the job is immediately apparent as he breaks out the day's itinerary and starts off toward stairs at the heart of the office, where he manages the eight designers whose innovations shape the face of the game.

Downstairs, if it weren't for the occasional cube filled with action figures or the prevalence of gaming-related t-shirts, it would be hard to tell just what this office does—at least until you listen closely and hear "attack of opportunity" or "until the end of the round" filtering through the office hum. With most of the staff in their mid-thirties and a rough balance between the sexes, Wizards of the Coast appears to have bucked the basement-gaming-company aesthetic in favor of the sleek geek chic of the dot-com industry.

Diving into the warren of R&D offices, there's just barely time for a whirlwind tour, with Perkins introducing his staff (see "A Snapshot of R&D" sidebar) and pointing out the personal touches that make this office a subtle nerd haven—the "Lost Temple" computer lab where the addicts can get their *World of Warcraft* fix over lunch or the printers named

▲ *All must pay tribute to the Goblin King.*

after iconic D&D characters. Last but not least is the shrine to the Goblin King, an alcove filled to the brim with business cards, office supplies, and the enthroned statuette of the Goblin King himself.

"It doesn't matter what it is," Perkins explains, "you've got to pay tribute to the Goblin King."

Once Perkins is confident that he's pointed out everything of interest, it's off to the first meeting of the day: a book brainstorm in the office of Bill Slavicsek, Director of RPG and Miniatures R&D as well as the recently merged Book Publishing department. There, Slavicsek has gathered Perkins, Designer James Wyatt, and Editor Mark Sehestedt to discuss the possibility of Wyatt writing another novel set in EBERRON.

The meeting is surprisingly informal. For novels, the process usually involves taking the number of books the D&D Brand department has placed on the schedule and brainstorming ideas until a basic premise is established. From there, the prospective author writes a three to five page overview, followed upon approval by a chapter-by-chapter outline, then sets to work. In this instance, the author-to-be—Wyatt—has already proven himself with a previous novel and latched onto a changeling character as his protagonist, so the group zeroes in on the nitty-gritty details. Will there be any cameos by characters essential to the EBERRON continuity? What about other critical EBERRON touchstones?

"EBERRON isn't EBERRON without warforged," Slavicsek points out. "How are you planning on addressing that?" To him, the most important thing is that this novel feel inherently EBERRON, as opposed to any other campaign setting. "That means we want cliffhangers, excitement, Indiana Jones music playing in the background....."

Perkins is more concerned with the treatment of a changeling as a hero. "Here you have an inherently duplicitous race—how does the rest of Eberron deal with that?" he asks. "I don't want to see a novel of changeling angst, but it's an interesting avenue to explore. Also, how can we keep the reader following him the through his various changes?"

Sehestedt, for his part, just wants to make sure that the novel remains marketable. "Changelings are an alien race," he stresses, "and we need to make sure that the hero is still someone the audience can identify with. That's the danger of writing about non-humans—elves we can get away with, because they're sexy, but no matter how cool the book is, if you put a dwarf or halfling on the cover, sales drop. The audience needs to relate."

Thirty minutes later, with Wyatt having addressed or noted every topic raised, the group breaks up and Perkins heads back to the office he shares with fellow Design Manager Jesse Decker. There he's met by Gwendolyn Kestrel, the person in charge of managing freelance writers. It seems that one of their freelancers has skipped out on a project without finishing, and now it's left to Perkins and Kestrel to find someone else to complete the writing—and fast.

It's not, unfortunately, an uncommon occurrence.

"2005 was a tough year for our freelancers, even the reliable folks," Perkins notes. "One writer couldn't finish because their house was suddenly infested with squirrels—you can't predict that." Still, dealing with breakdowns in the freelance process is Perkins's least favorite part of the job. "It can be difficult because freelancers are, almost by definition, not as invested in the game as you are—after all, they don't get to spend all day here, in this environment. But then, that just emphasizes how good it is to be on the inside. Working with these people and bouncing around ideas that will be fun in my game, and everyone else's—that's the best. This is the game I've loved since I was 8, trying to teach myself how to play by reading the *Monster Manual*, and all of us here usually understand how lucky we are. There's nothing I'd call the worst part of my job that anyone with a normal job wouldn't laugh at."

Such appreciation is important, since deadline pressures mean that someone in R&D will inevitably end up generating at least part of the uncompleted text.

Next it's on to the art and map turnover meeting for *Expedition to Castle Ravenloft*, with Art Directors Ryan Sansaver, Karin

FULL FRONTAL NERDITY by Aaron Williams

AS YOU APPROACH THE KEEP, YOU NOTICE SEVERAL ARROW SLITS ON EITHER SIDE OF THE ENTRANCE THAT--
AMBUSH.
ALCHEMIST FIRE?
I HAVE TWENTY FLASKS.
THREE ON EACH SIDE SHOULD DO IT.
SMOKE AND FLAME WILL GIVE US TOTAL COVER.
AND WE CAN BLOCK THE ENTRANCE SO THEY CAN'T FLANK US WHEN THEY COME OUT.
HOW MANY ENEMIES CAN WE TAKE ON?
UNLESS THE CHALLENGE RATING IS IN THE HIGH TEENS, WE'LL WIN.
TO BE FAIR, WE SHOULD EACH TAKE FIFTEEN PERCENT OF OUR HIT POINTS IN DAMAGE.
LET ME KNOW IF YOU NEED ME FOR ANY OF THIS.
AND GIVEN THE LEVEL OF THE ADVENTURE...
...WE HAVE TOTAL VICTORY IN, WHAT, FIVE TURNS, MAX?
WELL, THAT WAS FUN. ON TO THE NEXT ENCOUNTER, THEN!

A SNAPSHOT OF R&D

As the nexus from which new rules and sourcebooks are born, Wizards of the Coast's twenty-person Role-playing Game R&D department contains some of the most important—and recognizable—names in the industry. Here's what they're up to at 9:30 on a Tuesday morning:

James Wyatt, designer, is currently finishing up an EBERRON novel, writing a FORGOTTEN REALMS adventure that introduces a new "tactical map for every encounter" format, and teaching an online course for beginners called "Discovering D&D," through Barnes & Noble University (**barnesandnoble.com**). "It's crazy," he says. "We had 1,600 people enroll in the course, and this is the first time we've done it."

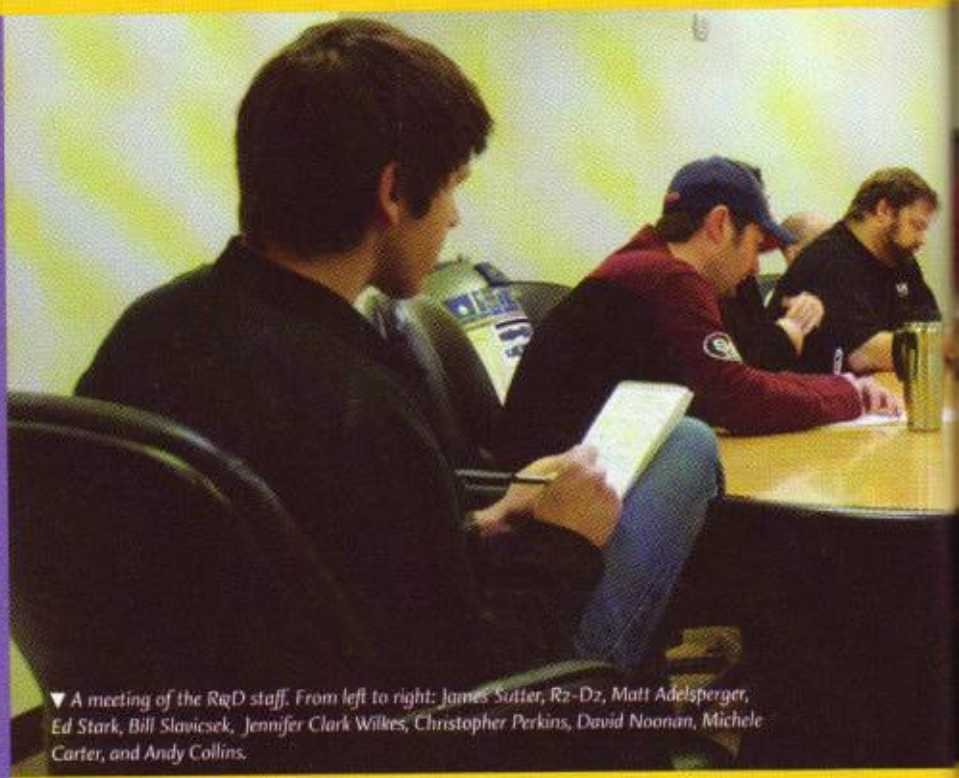
Gwendolyn Kestrel, designer, editor, and mistress of all things freelance, is busy planning Wizards of the Coast's activities for the next Gen Con, as well as putting the finishing touches on *Monster Manual IV*.

Designer Dave Noonan is currently working on a six-level dungeon adventure, so today he's adjusting treasure and making sure there's an interesting magic item for each class. "I'm usually working with other people," he notes, "so lately it's been a luxury to just type and listen to music."

Mike Mearls, developer, is working on *Tome of Battle: the Book of Nine Swords*, making changes to the rules. "It had actually gone through the whole process once," Mearls explains perkily, "but then someone had a great idea, and we got to start all over!"

Andy Collins, busy developing *Complete Mage* and *Dragon Magic*, is "overworked as usual." A fact his superiors freely admit. "I threatened to fire Andy yesterday, and he dared me to," laughs Development Manager Jesse Decker. "He knew I'd be calling him an hour later saying 'Uh, you know you can't really leave, right? Tell you what—we'll just leave all these manuscripts on your desk, and if you get lonely you can come back and visit them...."

(Continued on page 26)



▼ *A meeting of the R&D staff. From left to right: James Sutter, R2-D2, Matt Adelsperger, Ed Stark, Bill Slavicsek, Jennifer Clark Wilkes, Christopher Perkins, David Noonan, Michele Carter, and Andy Collins.*

Jaques, and Mari Kolkowsky. A classic first- and second-edition adventure, *Castle Ravenloft* struck Perkins and his team as the perfect chance to unveil the new Wizards of the Coast D&D encounter format, in which every encounter in an adventure is accompanied by a tactical (as opposed to miniatures scale) map. The RAVENLOFT meeting is held in, appropriately enough, the meeting room called The Bat Cave. One of the topics of this meeting is to discuss the three-dimensional schematics of Castle Ravenloft from the older versions of the adventure, and how they need to be included or improved.

"Everyone who has played this adventure loves this map," he stresses, "and we have to give them at least that much or they'll feel cheated."

Once everyone's concerns are discussed, the group eventually breaks up and joins the throngs flooding out to restaurants or lunch hour D&D games in the conference rooms. The latter has a strong following—100% of the R&D staff is always in at least one campaign at all times.

"If it drops to 95%, somebody's fired," laughs Design Manager Jesse Decker. He's only half kidding—at the top of the gaming world, it's important to keep up your gaming chops.

After lunch, everyone in R&D and Book Publishing is back and assembled in Grand Central Station for the weekly departmental update meeting headed by Slavicsek, who starts off by going around the room and having staff sound off with progress reports. Two books fresh from the printer, *Tome of Magic* and *Power of Faerûn*, are passed from hand to hand while the floor is opened to anyone with ideas of how to streamline a variety of work-related processes and correspondences. That finished, the publishing folks head back to their desks, and R&D begins discussion of the topic du jour—the WotC Style Guide.

Is it a bonus "on" or "to?" Is something "magic" or "magical?" DUNGEONS & DRAGONS has a whole language built around it, and the style guide contains the rules designers and developers alike are expected to abide by in order to maintain consistency. As many people in the meeting are quick to point out, however, the tome is hardly a simple thing to memorize. Opinions fly, fast and furious, as Slavicsek holds court, letting both those in charge of the style guide and those frustrated by it vent and offer alternatives.

DIVISION OF LABOR

Wizards of the Coast RPG R&D is divided up into three distinct factions—Design, Development, and Editing. But what's the difference between them?

"Design is responsible for generating the text and for innovation. Designers look for opportunities to take the game in new directions," Perkins explains. "Wackiness is okay. Development then takes that design and looks at the mechanics, making sure that we have product consistency and that it doesn't break anything already in the game. They analyze and revise, whether that means tweaking rules or creating a bunch of spells of a given type, as they did in *Player's Handbook II*, to balance something out. Editing then makes sure that everything conforms to style and length, and that's where the phrasing gets edited and polished. Then it heads to Kim Mohan, the final set of eyes. The process is really one of our biggest advantages—most game companies don't have the level of development or the design think tank that we do."

"Most people in R&D are notorious for saying what they think," notes Slavicsek. "It's easy to get eaten alive if you don't defend your ideas. We aren't necessarily liked for it, but it's important. We're not shy."

Eventually, a compromise emerges. There's a lot of joking and laughing, but passions still run high—D&D is an industry built on words, and everyone involved take their styles and word processor settings very seriously.

Text isn't R&D's only responsibility, however. That afternoon, Mari Kolkowsky stops by Perkins's office to go over the latest sketches for the next miniatures set., making necessary changes like rounding out sword points (you could poke your eye out) or closing fists (much easier to cast than open hands). Is it practical? Is it stable? Will it be bent out of shape in the packaging? All these concerns need to be addressed as early on as possible in order to prevent expensive resculpts.

Finally, after a day of meetings, Chris Perkins is finally ready to sit down to the other side of his job—proofing galleys, contacting freelancers, and all the other day-to-day minutiae of publishing. Which means there's just enough time for the question that

OKAY, YOU HEAR **OMINOUS CHANTING** FROM BEYOND THE DOOR, AS WELL AS **DEMONIC GROWLING** FROM AT LEAST **THREE** GIANT CREATURES.
SAVE POINT?
FULL FRONTAL NERDITY
http://www.nodwick.com
WHAT?
I WANT TO **SAVE** THE GAME **HERE**, IN CASE WE DIE.
THIS ISN'T A **COMPUTER GAME**. YOU CAN'T SAVE AND RESTORE.
WHY NOT?
BECAUSE THIS IS SUPPOSED TO BE LIKE **REAL LIFE**. NO DO-OVERS.
REAL LIFE WITH **DRAGONS** AND **FIREBALLS**. RIGHT.
WELL, HOW ABOUT IF WE DIE, WHAT WE DID WAS ONLY A **DREAM?**
OR A **PROPHETIC VISION!**
MAYBE OUR LIVES ARE REALLY TAKING PLACE IN THE **MIND** OF SOME **KID** IN A GAME STORE SOMEWHERE...

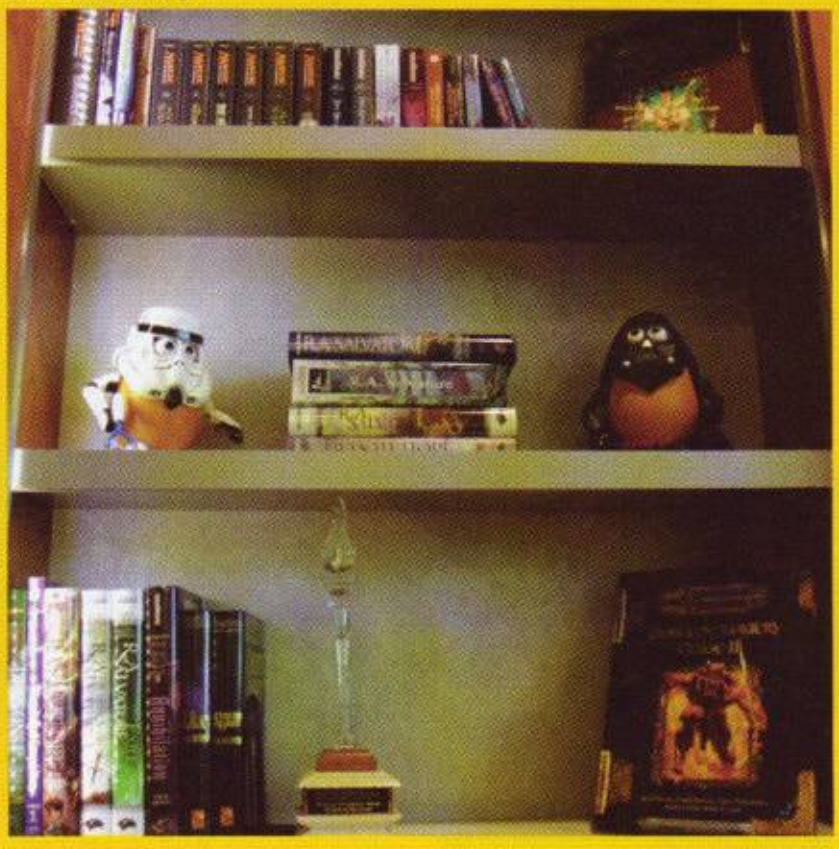
Kim Mohan, the self-proclaimed "small end of the funnel," proofs everything the department produces before sending it off to typesetting and layout. As a result, two weeks spent on any given book is a luxury, and usually it's half that—this week it's *Secrets of Xen'drik*. Chronically crunched for time, he's currently debating whether or not to go home sick for the day. According to Mohan, "most of us here accumulate vacation time faster than we can burn it—what's the point of taking the day off when the work's still here when you get back?"

Chris Thomasson is R&D's "editor supreme," and he has the Styrofoam trophy to prove it. Today, he too is working on *Tome of Battle*. "We had a moment of clarity, where we realized that we could do something wild and different," says Thomasson, "but it required extensive modification." Still, he is confident that it will be their best project of the year. When asked about a typical day in the life of R&D, he responds "we have lives?"

Ed Stark, a game designer who also handles D&D licensing, spends much of his time working with video games like *Neverwinter Nights 2*, brainstorming and approving story content. Today, however, he's hard at work on *Complete Champion*. "It started out as *Complete Divine II*," Stark says. "In many campaigns, PCs eventually get an idea of what they're fighting for, but this gets that fun into the mechanics from the beginning and keeps it from being left to happenstance."

Bill Slavicsek, the man in charge of the whole department, is easy to pick out among the developers in his sober suit and tie. As usual, he's busy with meetings and the "crises of the day that need to be solved immediately." Those crises, oddly enough, are what he likes most about this job. "Between RPGs, minis, and novels, it's a nice spread," he says. "Everything could explode—or be awesome—at any moment."

▼ *An eclectic mix: D&D sourcebooks, novels, business awards, and Mr. Potato Heads bedeck Wizards of the Coast's reception library.*



everyone inevitably asks: How exactly does someone get a job at WotC?

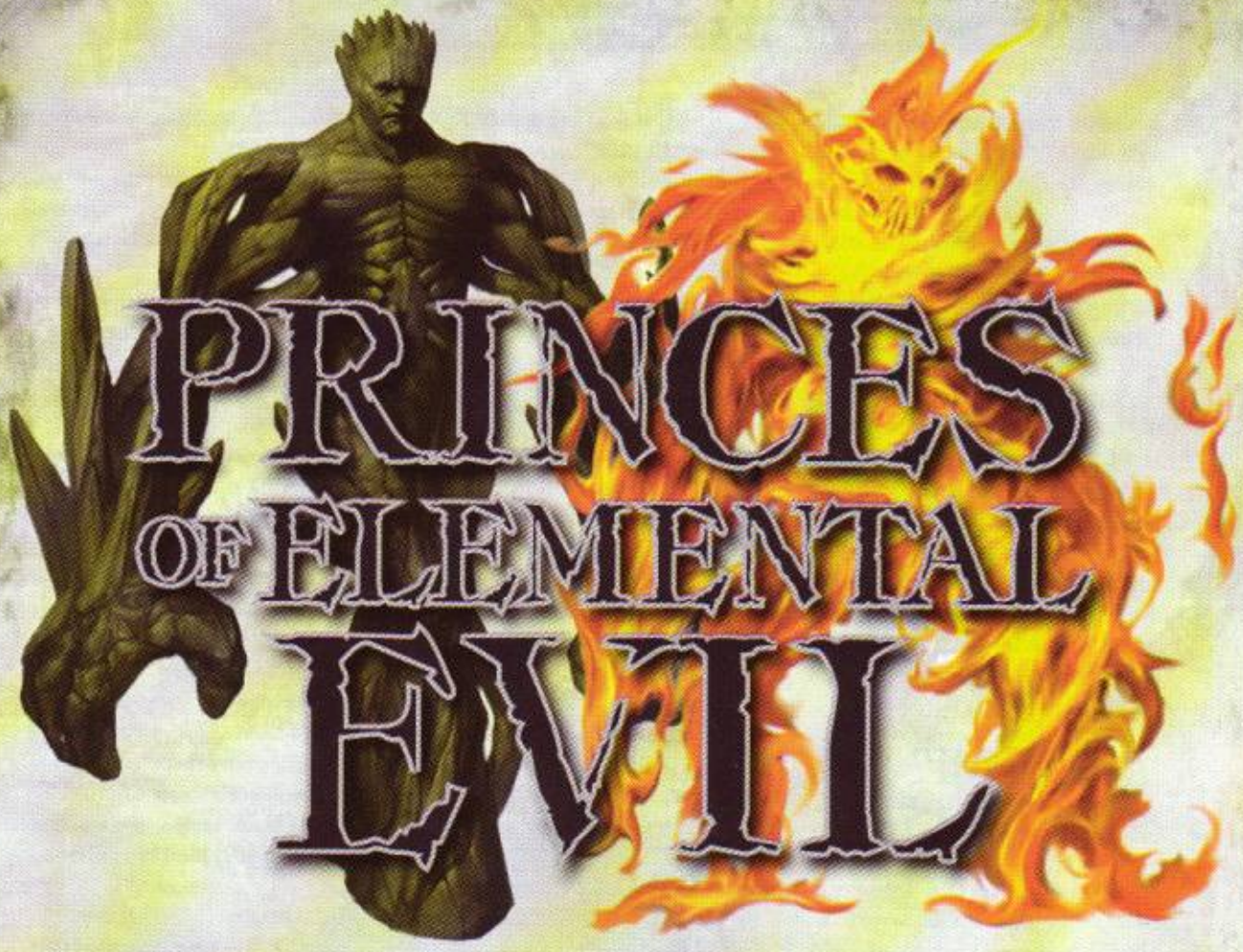
"We're in a unique business in that every fan feels, to some extent, like a game designer," Perkins explains. "I think the game itself does that. I, like four or five other people in R&D, started at *Dungeon* and *Dragon*, writing for them and building a relationship." He laughs. "It's almost standard now. Due to the deadline pressures and subject matter, there's a lot of overlap in what we do. The other way, of course, is to build credibility in the gaming industry as a whole, but things have changed—with so many small companies and vanity presses, just 'having published' doesn't mean as much anymore. We don't really look at what you've done for other companies, but we always want to see people who have written for the magazines. If you want in at Wizards of the Coast, download those Paizo guidelines and pitch every idea you can—they're the best proving ground around. Pitch lots, too—it might take a bunch of articles to build up your credibility. I had 30 adventures in *Dungeon* before I got in at Wizards of the Coast. But then, in this industry, you're expected to have new ideas every minute. It's really a competition—you don't have to be able to do it, you have to be able to do it better."

Still, as hard as he works, Perkins wouldn't rather be anywhere else. "We're in a unique environment here, in that we all have a lot of non-D&D shared frames of reference—pop culture, et cetera. Most of my friends out of work are folks that I work with, and that says something about the job.

"A lot of people try to escape work when they leave. Not us."

THINK YOU HAVE WHAT IT TAKES?

Download the Wizards of the Coast Design Test from **wizards.com** or the *Dungeon* and *Dragon* Writers' Guidelines from **paizo.com/dragon** and **paizo.com/dungeon**.



PRINCES OF ELEMENTAL EVIL

The Archomentals

by Eric Jansing and Kevin Baase • illustrated by Andrew Hou

Greater powers lurk on the elemental planes. While some are benign, others are a malignancy, plotting schemes of domination that encompass entire planes of existence. The Elemental Princes of Evil harbor such hopes, and they possess the power and will to bring them to life.

Along with their good counterparts, these beings are collectively known as archomentals, powerful exemplary beings of the Elemental Planes. Less powerful than true deities, they are similar in status to the archfiends and celestial paragons. Archomentals fancy themselves rulers of their planes' natives, claiming regal titles such as prince and lord.

Each archomental considers itself unique, balking at the idea that it could be in the same class as any other being. These princes are often at odds with one another and sometimes openly at war. All elemental creatures know the power of the evil archomentals and fear them, but their counterparts, the Elemental Princes of Good, oppose them directly. The greater elemental gods (Kossuth, Istishia, Grumbar, and Akadi) keep careful watch on both the good and evil archomentals and only involve themselves when one side threatens to gains too much influence over its respective plane.

The archomentals are among the oldest living beings in the multiverse. Several of them fought in the ancient wars between Law and Chaos that spanned several Material Plane worlds in the Age Before Ages. The good archomentals sided with the vaati, the legendary Wind Dukes of Aqaa, while the evil princes, for the most part, aided the Queen of Chaos and her minions. Remnants of their forces are still found lurking across the scattered sites of importance to the war. Although not actively involved in the Blood War, several powerful fiends have made alliances with the Princes of Elemental Evil, and a few archomentals count archdevils and demon princes as enemies.

The evil god known as the Elder Elemental Eye claims to have sired most of the Elemental Princes of Evil, making them strange siblings indeed. Scholars of ancient religions speculate that this god is actually the ancient evil, Tharizdun (*Complete Divine*, 123). Lending credence to this alleged paternity, small cults of Tharizdun have successfully made

pacts with the evil archomentals over the millennia with varying degrees of success. Tharizdun used the demon Zuggtmoy to construct the infamous Temple of Elemental Evil, in which she and the demigod Iuz opened conduits to four powerful nodes on the Elemental Planes. Tharizdun encouraged Imix, Ogrémoch, Olhydra, and Yan-C-Bin to secretly assist in crafting the nodes, which would allow his followers to summon the princes and thereby weaken the bonds that hold him in his eternal prison.

Like powerful fiends, archomentals can grant spells as proxies for divine powers (see *Book of Vile Darkness*, page 123, for details), and many have large cults on the Material Plane dedicated to them.

Archomental Traits

Although not a specific subtype, all archomentals share the following traits.

An archomental's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Feats listed in their entries with an "E" are epic feats and may be found on page 209 of the *Dungeon Master's Guide*.

Change Shape (Su): An archomental can assume the shape of any creature with the same elemental subtype (or cold subtype, for Cryonax), as the *shapechange* spell, as a standard action. In an assumed form, an archomental cannot use its natural weapons (although it can equip itself with weapons and armor appropriate to its appearance). An archomental remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the archomental reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Elemental Command (Su): An archomental can attempt to gain control over any elemental of the same subtype within 100 feet. The elemental must make a successful Will save (DC 10 + 1/2 the archomental's HD + archomental's Cha modifier) or succumb to the archomental's control. An elemental that saves against this attack is immune to that archomental's elemental command ability for 24 hours. An archomental has no limit to the number of elementals it can control.

Once under the archomental's command, an elemental serves the archomental until either it or the archomental dies, until the archomental dismisses it, or until the duration for its summoning expires. It obeys the archomental explicitly, even if ordered to attack a being that originally summoned it. The archomental does not need to concentrate to maintain control over any elemental it commands.

Spell-Like Abilities: All archomentals can use the following abilities at will: *detect evil, detect good, greater dispel magic, greater teleport, see invisibility, suggestion, telekinesis.* Caster level 20th. The save DC for these spells is 10 + the archomental's Cha modifier + spell level.

Tongues (Su): All archomentals can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Cryonax

Prince of Evil Cold Creatures, Bringer of Endless Winter, The Bleak Monarch

This hulking, simian beast stands about 15 feet tall. Shaggy white fur covers its powerfully-built humanoid body. Instead of arms, it has a pair of long, suckered, octopuslike tentacles. The air around this monstrosity is incredibly frigid.

CRYONAX **CR 22**

NE Large elemental (cold, evil, extraplanar)

Init +11; **Senses** darkvision 60 ft.; Listen +46, Spot +46

Aura cold (15 ft., 3d6 cold damage)

Languages Abyssal, Aquan, Auran, Infernal, *tongues*

AC 42, touch 26, flat-footed 31; Dodge, Mobility
(–1 size, +11 Dex, +16 natural, +6 insight)

hp 525 (42 HD), absorb cold, fast healing 5; **DR** 15/—

Immune cold, critical hits, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning

SR 31

Fort +22, **Ref** +38, **Will** +24

Weakness vulnerability to fire

Speed 60 ft. (12 squares)

Melee 2 tentacle slaps +44 (4d6+14/19–20 plus freezing touch)

Space 10 ft.; **Reach** 10 ft.

Base Atk +31; **Grp** +49

Atk Options Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Improved Sunder, Power Attack, Spring Attack, Whirlwind Attack

Special Actions chill metal, cold mastery, elemental command (DC 37), freezing touch, *summon cold creatures*

Spell-Like Abilities (CL 20th, melee touch +44, range touch +41)
At will—*chill touch* (DC 17), *cone of cold* (DC 21), *ray of frost, sleet storm*
3/day—*control weather, hold person* (DC 19), *ice storm, Otiluke's freezing sphere* (DC 23), *polar ray*, quickened *cone of cold* (DC 21), quickened *sleet storm, wall of ice* (triple area and thickness)

Abilities Str 39, Dex 32, Con 27, Int 22, Wis 23, Cha 22

SQ Absorb cold, archomental traits, change shape, elemental traits, frostbrittle, icewalking

Feats Blind-Fight, Cleave, Combat Expertise, Combat Reflexes[B], Corrupt Summoning[B*], Dodge, Epic Reflexes[E], Epic Will[E], Great Cleave, Improved Critical (tentacle slap), Improved Sunder, Mobility, Power Attack, Quicken Spell-Like Ability (*cone of cold*), Quicken Spell-Like Ability (*sleet storm*), Spring Attack, Whirlwind Attack
* New feat. See sidebar.

Skills Balance +23, Concentration +30, Diplomacy +8, Intimidate +51, Jump +68, Knowledge (arcana) +33, Knowledge (religion) +33, Knowledge (the planes) +33, Listen +46, Sense

Motive +46, Spot +46, Survival +6 (+8 on other planes), Tumble +55

Environment Elemental Plane of Air and Elemental Plane of Water

Organization Solitary

Treasure Triple standard

Advancement None

Chill Metal (Su) Cryonax can, as a free action, *chill metal* (caster level 20th, DC 37), affecting everything within a 30-foot radius. Once the affected metal reaches the freezing stage, it remains at that stage until Cryonax takes a standard action to end the effect or the metal leaves the area of effect; this ability otherwise functions like the spell. The save DC is Charisma-based.

Cold Aura (Ex) Anyone within 15 feet of Cryonax takes 3d6 points of cold damage per round from the extreme cold of his presence.

Cold Mastery (Ex) Cryonax gains a +1 bonus on attack rolls and damage rolls if his foe is touching ice or snow.

Freezing Touch (Su) Anyone hit by Cryonax's tentacle attack takes an extra 2d6 points of cold damage. A successful hit induces numbing cold in the target, which must succeed on a DC 39 Fortitude save or become paralyzed for 3d4 rounds. Creatures immune to the cold damage also avoid the paralysis effect. The save DC is Constitution-based.

***Summon Cold Creatures* (Sp)** Once per day Cryonax can automatically summon 1 ice monlith (see "Paraelemental Pargons" on page 54), 1d4 juvenile white dragons, 1d4 frost giants, or 1d6 yetis (see *Frostburn*, page 162, or substitute dire apes). This ability is the equivalent of a 9th-level spell.

Absorb Cold (Su) A magical attack that deals cold damage heals Cryonax for 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause Cryonax to exceed his full normal hit points, any excess hit points are lost. Cryonax gets no saving throw against cold effects.

Frostbrittle (Su) Any weapon that strikes Cryonax has its hardness reduced by 5 for 10 rounds, thereby increasing the effectiveness of sunder attempts against the weapon. In addition, rolling a 1 on an attack with the targeted weapon causes it to take damage equivalent to the amount it would have dealt on a successful hit.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces Cryonax climbs must be icy. It is always in effect.

Unique among the archomentals, Cryonax does not have an Elemental Plane to call his own and instead dwells at the juncture of the elemental Planes of Air and Water. This region has the same traits as the Elemental Plane of Cold, a variant plane listed in the *Manual of the Planes*. The Chiseled Estate, a colossal fortress of ice, quartz, and glass, lies on a frozen plain and serves as Cryonax's castle. This ornate, shimmering crystalline palace rises more than a mile above the surface and extends downward at least four miles. The Chiseled Estate is rumored to draw power from the Negative Energy Plane, although to what end remains a mystery.

Cryonax is the most careful schemer among the evil archomentals. He appears aloof and indifferent, and his advisors and generals know him to be slow to anger or excite. Anyone who thinks Cryonax incapable of a level of violence comparable to Ogrémoch, however, is a fool. The malevolent aura surrounding Cryonax chills both the bodies and the very souls of those around him.

Cryonax's symbol is usually depicted as either a blue-white circle trapped within a square or a silver snowflake.

Cryonax stands 15 feet tall and weighs 2,800 pounds.

Strategies and Tactics

Cryonax generally begins a battle by trapping the opposition, using *wall of ice* and a quickened *sleet storm*. He then enters the fray, targeting melee combatants with his chill metal ability, allowing his hide to weaken their weapons before sundering them. Cryonax uses *sleet storm* to ruin line of sight for enemy spellcasters.

Cryonax's Goals

Although physically a match for the other archomentals, Cyronax retains a lesser status among them, as there is no Plane of Ice. A true dreamer, Cryonax broods upon his desires not only to possess his own Elemental Plane, but ultimately to usurp all of the planes. Cryonax continually seeks out places within the Elemental Planes to conquer, increasing what might ultimately become the Elemental Plane of Ice. In time, he hopes the boundaries of ice grow to not only replace one or more of the existing Elemental Planes, but eventually to become the one true element and the sole Elemental Plane. The Elemental Planes of Air and Water seem to be his likely first targets, leaving Yan-C-Bin and Olhydra to prepare for an invasion.

Corrupt Summoning [Vile]

Your summoned creatures become twisted and evil.

Prerequisite: Spell Focus (conjuration), Augment Summoning, evil alignment.

Benefit: Each creature you conjure with any summon spell gains the evil subtype, and creatures that are not already evil in alignment become evil.

Unlike the other archomentals, Cryonax has no counterpart of good alignment, allowing him more freedom to pursue his goals. Cryonax is not without challengers, however. Albrathanilar, a great wyrm white dragon, seeks to gain dominion over Cryonax's realm. The two have not yet met in direct conflict, limiting their endeavors to espionage and sabotage, but open warfare seems inevitable.

Cryonax considers himself separate from the other archomentals and rarely gets involved in their plans. Indeed, some sages suggest he is not a true archomental, despite his claims to be a spawn of the Elder Elemental Eye. He broods within the deepest chamber of his glacial palace, plotting of new plans for conquest.

Cryonax employs a small coven of mortal spellcasters, mainly genasi and other planetouched, to research the creation of new cold-based monsters to bolster his armies. Cyronax commands an army of ice mephits, ice paraelementals, chraals (*MM III* 28), frost salamanders (*MM II* 107), frost worms, yeti (*Frostburn* 162), and shivhads (*Frostburn* 152). Immoths (MMII, 127) generally ignore Cryonax's supposed rulership of all cold creatures and sometimes actually aid his enemies. Most qorrash (*Frostburn* 171) do not recognize his sovereignity of the icy paraelemental regions between Air and Water, but few openly defy him.

Recently, Cryonax discovered the prison of an xixecal (*Epic Level Handbook*) and plans to release the abomination to act as the vanguard in his army. He has fashioned a powerful artifact, the *Tear of Winter*, from the essence of the winter goddess that birthed the monstrosity, planning to use it to control the far more powerful godspawn. Secretly, Cryonax also seeks ways to free the archdevil Levistus, to some unknown end.

The Cult of Cryonax consists mostly of frost giants, malasyneps (*Frostburn* 142), evil arctic druids, and spellcasters who employ cold-based spells. Yeti worship Cryonax as a god, as do a little-seen artic offshoot of hobgoblins known as amitoks.

Imix

Prince of Evil Fire Creatures, Lord of Hellfire, The Eternal Flame

This pillar of red flame crackles and hisses with life as flaming tendrils stretch out to grasp and feel. This roughly humanoid column stands as tall as three humans and radiates waves of intense heat.

IMIX **CR 22**

NE Huge elemental (evil, extraplanar, fire)

Init +17; **Senses** darkvision 60 ft.; Listen +52, Spot +52

Aura fire (10 ft., 2d10 fire damage)

Languages Ignan, Infernal, tongues

AC 41, touch 28, flat-footed 28; Dodge, Mobility
(–2 size, +13 Dex, +13 natural, +7 insight)

hp 483 (42 HD), fast healing 5; **DR** 15/—

Immune critical hits, fire, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning

SR 33
Fort +25, **Ref** +36, **Will** +25
Weakness vulnerability to cold

Speed 60 ft. (12 squares)
Melee 2 slams +41 (4d6+12/19–20 plus 4d6 fire)
Space 15 ft.; **Reach** 15 ft.
Base Atk +31; **Grp** +51
Atk Options Cleave, Combat Expertise, Combat Reflexes, Improved Whirlwind Attack**, Power Attack, Spring Attack, Whirlwind Attack
Special Atk archomental traits, burn, elemental command (DC 37), flaming brilliance, *summon fire creatures*
Spell-Like Abilities (CL 20th, melee touch +41, range touch +42)
At will—*fireball* (DC 19), *heat metal* (DC 18), *pyrotechnics* (DC 18), *scorching ray* (3 rays)
3/day—corrupted *fireball* (DC 19), *fire storm* (DC 24), *flame strike* (DC 21), quickened *wall of fire* (triple area and damage, DC 20)
1/day—*incendiary cloud* (DC 24)

Abilities Str 35, Dex 37, Con 24, Int 24, Wis 24, Cha 23
SQ Archomental traits, change shape, elemental traits
Feats Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Corrupt Spell-Like Ability (*fireball*)**, Corrupt Summoning[B]*, Dodge, Epic Fortitude[E], Epic Will[E], Improved Critical (slam), Improved Initiative[B], Improved Whirlwind Attack**, Mobility, Power Attack, Quicken Spell-Like Ability (*wall of fire*), Spring Attack, Whirlwind Attack
* New feat. See sidebar.
** Feat from the *Book of Vile Darkness* (mature audiences only); if you don't have access to this book, replace with Quicken Spell-Like Ability (*fireball*).
Skills Balance +20, Bluff +26, Concentration +52, Diplomacy +10, Disguise +6 (+8 acting), Intimidate +53, Jump +31, Knowledge (arcana) +37, Knowledge (religion) +37, Knowledge (the planes) +52, Listen +52, Sense Motive +52, Spot +52, Survival +7 (+9 on other planes), Tumble +60
Environment Elemental Plane of Fire
Organization Solitary
Treasure Triple standard
Advancement None

Burn (Ex) Imix's slam attack deals bludgeoning damage plus fire damage because of his flaming body. Anyone hit by Imix's slam attack must succeed on a DC 38 Reflex save or catch on fire. The flame burns for 1d4 rounds dealing an additional 4d6 points of fire damage each round. Unless it is still in contact with Imix, a burning creature can take a move action to put out the flames. The save DC is Constitution-based.

Creatures hitting Imix with natural weapons or unarmed attacks take 4d6 points of fire damage and also catch on fire unless they succeed on a DC 38 Reflex save.

Fiery Aura (Ex) Anyone within 10 feet of Imix takes 2d10 points of fire

damage per round from the intense heat of his form.

Flaming Brilliance (Su) Three times per day, Imix can shed light brighter than sunlight for 2d4 rounds. Creatures within 120 feet are dazzled, and creatures with light sensitivity take twice the usual penalty when they are within the area. Imix's brilliance brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Imix's brilliance counters or dispels any *darkness* spell of equal or lower level (such as *deeper darkness*). This ability is the equivalent of a 4th-level spell.

***Summon Fire Creatures* (Sp)** Once per day Imix can automatically summon 1d3 elder fire elementals* or 1d4+1 efreet or noble salamanders. This ability is the equivalent of a 9th-level spell.

* If you are using *Complete Arcane*, Imix can summon one fire monolith instead.

Upon the vast Plain of Burnt Dreams, rising from the liquid flames of the Blazing Sea, a monstrous active volcano belches fire and ash into the smoldering sky. Within the heart of this volcano stands the Temple of Ultimate Consumption, the mighty obsidian pyramid-fortress of Imix, Prince of Evil Fire Creatures. Basalt and other volcanic rocks ring the stronghold, which sits in a lake of dancing fire constantly patrolled by dozens of evil elder fire elementals. From his fortress, Imix commands legions of elementals, efreet, salamanders, fire grues (*Complete Arcane* 154), fire mephits, and magmins, and those who do not bow down to him are destroyed.

Passionate, intense, and easily infuriated, Imix is also vain, jealous, and quickly frustrated. Imix possesses boundless energy and passion, and often puts his creativity to good use—to the misfortune of others. Where he walks, Imix leaves roaring infernos of hellish fire, which quickly dissipate into noxious black smoke.

Like fire elementals, Imix cannot enter water or any other nonflammable liquid and so cannot cross water unless he can step or jump over it.

Imix's symbol is a red diamond.

Imix stands 18 feet tall and weighs only 6 pounds.

Strategies and Tactics

A brilliant tactician, Imix uses his spell-like abilities against flying opponents and to shape the battlefield to his advantage. Incredibly haughty and somewhat overconfident, Imix gleefully tumbles into the center of the opposition, using his Improved Whirlwind Attack against as many opponents as possible. As he grows angry or excited, his flames glow white-hot.

Imix's Goals

When Tharizdun first envisioned the Temple of Elemental Evil, he planned to involve Imix and his other "children" from the start. When Tharizdun's cult prepared the way for his arrival, its members contacted the elemental princes, and Imix was the first to respond. Rather than risk his own destruction in this dangerous scheme, Imix sent a lesser aspect of himself to work his will. When this weaker incarnation was destroyed, Imix divorced himself of the plot, and the other archomentals quickly followed suit.

Extremely paranoid, Imix doesn't tolerate cold, ice, or water in his domain and considers Olhydra his greatest enemy. When not consumed with his hatred and endless warfare against the Princess of Evil Water Creatures, he busies himself with his dark agenda: to push the entire elemental Plane of Fire toward evil and thus under his sway. Victory in a recent war against Zaaman Rul, the Prince of Good Fire Creatures, has proven to Imix that he can succeed. Kossuth remains wary of Imix's upstart attempts to undermine his authority as the ultimate master of all flames, but as a greater deity he has no real fear of destruction.

Archomentals Through the Years

The Elemental Princes of Evil initially appeared in the first edition *Fiend Folio*. Later, they played a prominent role in the module *Egg of the Phoenix*. The good archomentals were hinted at in the first edition *Manual of the Planes*, but were not named until much later in the Planescape accessories *Monstrous Compendium Appendix III* and *The Inner Planes*. *The Temple of Elemental Evil* has ties to the evil princes, and Imix most recently made an appearance in *Return to the Temple of Elemental Evil*.

Imix searches the planes for evil creatures of great power to help him in his battles. His greatest servant is Asgeroth, a pit fiend who hungered for more power than he could attain in Baator. Extremely loyal, Asgeroth serves as Imix's general and has been tasked with destroying Zaaman Rul. Asgeroth also put Imix in contact with the archdevil Moloch, who seeks Imix's help in regaining his position in the hierarchy of Baator. The Hag Countess is aware of this plan but has not yet made a move to put a stop to it.

Imix's ever-growing cult, perhaps second only to Olhydra's, includes fire giants, red dragons, and all manner of spellcasters interested in the power of fire. The efreet often worship Imix as a god, even dedicating a shrine to him in the City of Brass known as the Mosque of Blistering Atonement.

Ogrémoch

Prince of Evil Earth Creatures, Master of Black Earth, Stone Tyrant

Like a massive statue that its sculptor left unfinished, this rocky creature's face has few features aside from deep, inset eyes and a slim mouth. It stands twice as tall as a human, with a pair of stony clublike fists. Its eyes gleam like chipped obsidian, and its body sparkles with flecks of mica.

OGRÉMOCH **CR 24**

NE Large elemental (earth, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft., tremorsense 120 ft.; Listen +54, Spot +54

Languages Terran, Infernal, tongues

AC 45, touch 18, flat-footed 42 (–1 size, +3 Dex, +27 natural, +6 insight)

hp 877 (45 HD), absorb cold, fast healing 5; **DR** 15/—

Immune critical hits, fire, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning

Resist cold 20, electricity 20; **SR** 34

Fort +39, **Ref** +18, **Will** +27

Speed 30 ft. (6 squares)

Melee 2 slams +50 (6d8+19/19–20/+1d6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +33; **Grp** +56

Atk Options Awesome Blow, Cleave, Overwhelming Critical (slam, Fort DC 51 or die), Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Overwhelming Critical (slam), Power Attack

Special Atk archomental traits, earth mastery, elemental command (DC 37), push, *summon earth creatures*

Spell-Like Abilities (CL 20th, melee touch +49, range touch +33)

At will—*soften earth and stone*, *spike stones* (DC 19), *stone shape*, *stone tell*, *transmute mud to rock* (DC 20), *transmute rock to mud* (DC 20)

3/day—*flesh to stone* (DC 21), *move earth*, quickened *wall of stone* (triple area and thickness, DC 20)

1/day—*earthquake* (DC 23)

Abilities Str 48, Dex 16, Con 40, Int 20, Wis 23, Cha 21

SQ Archomental traits, change shape, earth glide, elemental traits

Feats Awesome Blow, Blind-Fight, Cleave, Corrupt Summoning[B*], Overwhelming Critical (slam)[E], Epic Will[E], Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Overwhelming Critical (slam), Quicken Spell-Like Ability (*wall of stone*), Power Attack, Weapon Focus (slam)

*New feat. See sidebar.

Skills Climb +24, Concentration +43, Diplomacy +7, Intimidate +53, Jump +42, Knowledge (arcana) +25, Knowledge (religion) +25, Knowledge (the planes) +53, Listen +54, Sense Motive +54, Spot +54, Survival +6 (+8 on other planes)

Environment Elemental Plane of Earth

Organization Solitary

Treasure Triple coins; triple goods (quadruple gems); triple items

Advancement None

Earth Mastery (Ex) Ogrémoch gains a +2 bonus on attack rolls and damage rolls if both he and his foe are touching the ground. If an opponent is airborne or waterborne, Ogrémoch takes a –4 penalty on attack rolls and damage rolls.

Push (Ex) Ogrémoch can start a bull rush without provoking attacks of opportunity. The combat modifiers provided by Earth Mastery also apply to Ogrémoch's opposed Strength checks.

***Summon Earth Creatures* (Sp)** Once per day Ogrémoch can automatically summon 1d3 elder earth elementals*, 1d4+1 elder xorns, or 2d6 thoqquas. This ability is the equivalent of a 9th-level spell.

*If you are using *Complete Arcane*, Ogrémoch can summon one earth monolith instead.

Earth Glide (Ex) Ogrémoch can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. His burrowing leaves behind no tunnel or hole, nor does he create any ripple or other signs of his presence. While he is burrowing, a *move earth* spell cast on Ogrémoch's location flings him back 30 feet, stunning him for 1 round unless he succeeds on a DC 15 Fortitude save.

The Lord of Evil Earth Creatures, Ogrémoch lives atop a great mesa, high above a rocky plain on the Elemental Plane of Earth. This plateau, upon which his immense fortress Stonemire rests, is inside a vast, intensely hot cavern—a fact not readily apparent even when viewed from a distance. Some say Ogrémoch buried countless foes and challengers inside his mesa over the years, keeping some alive to tap into the power of their spirits. Ogrémoch spends little time at home, though, as he usually wanders the elemental Plane of Earth looking for creatures to bend to his will or destroy.

Rigidity marks Ogrémoch's personality. He is callously practical, industrious, and prudent. His dispassionate nature does not mask his evil, though, and all creatures of earth fear him. Although few claim to have actually encountered him, Ogrémoch's evil taint can be felt wherever he walks.

Ogrémoch's symbol is an equilateral triangle with short hash marks through each leg.

Ogrémoch stands 10 feet tall and weighs 4,500 pounds.

Strategies and Tactics

Ogrémoch enjoys pummeling enemies with his huge stone fists, while using his spell-like abilities to strategically alter the battleground to his advantage. If he becomes bored with combat or the tide turns against him, he summons earth creatures to his aid.

Ogrémoch's Goals

Ogrémoch, the Stone Tyrant, is the eldest and most powerful of the archomentals. He knew, before his siblings even came to exist, that they might one day unite against him.

Many thousands of years ago, the Queen of Chaos and her consort, Miska the Wolf-Spider, made war with their enemies, the Wind Dukes. At that time, Ogrémoch and Yan-C-Bin were hated enemies, and Yan-C-Bin had sided with the Wind Dukes. Ogrémoch saw an opportunity to gain allies against his hated rivals and offered his support to the queen. He contributed legions of earth elementals for most of the conflict's duration and was the most involved of the evil princes. His most visible role was his personal appearance at the battle of Pesh, the final battle in the war. Although the fighting ended long ago, Ogrémoch possesses a long memory and relishes any opportunity to continue the violence against the remaining allies of the Wind Dukes.

When Yan-C-Bin proved to be too flighty to act as a proper rival, Ogrémoch's forces of evil earth elementals, xorns, earth grues (*Complete Arcane* 153), earth mephits, and thoqquas sought a better opponent. When the Stone Tyrant learned of the existence of Sunnis, the Princess of Good Earth Creatures, the two archomentals began a long battle for dominance of the elemental Plane of Earth.

Despite his rough exterior, Ogrémoch tends to be more of a planner and schemer than his appearance and nature would suggest. He thinks of long-term problems rather than matters at hand, and his tendency to plan three schemes beyond the current one makes his actions very confusing to both his enemies and allies. Those unfamiliar with his schemes have given him an unfair reputation as being dull-witted and slow. Such individuals are likely to wind up crushed flat by Ogrémoch's mighty fists if he has determined they are useless to his plans.

Deep inside Stonemire sits a permanent portal to the infernal city of Abriymoch, on the fourth layer of Baator. Ogrémoch has forged an alliance with the pit fiend Gazra, who rules the city. The two conspire together to use the portal for some dark purpose that neither speaks about. On both sides, the well-guarded portal is surrounded by both magical and nonmagical traps and wards. Each side's gatekeeper demands a steep price for one-way passage through the portal, unless the traveler bears the seal of either Ogrémoch or Gazra.

Ogrémoch desires access to the Great Dismal Delve, a portion of the Elemental Plane of Earth riddled with portals to other planes. He lacks the resources to take the delve by force, so he resorts to an uneasy truce with the dao, who hold a grudge against him for some ancient slight.

Ogrémoch's small but growing cult consists mostly of gnomes, dwarves, stone giants, gargoyles, trolls, and uncounted numbers of subterranean creatures. One such creature from a world of earth and fire caught Ogrémoch's attention. Kaylef, an unholy dwarven warrior, became an experiment for Ogrémoch to forge the ultimate agent against Sunnis. Ogrémoch filled him with great power; unfortunately, the dwarf was not up to the task and Ogrémoch abandoned him to search for another worthy candidate. The ever-loyal Kaylef still wanders the Elemental Plane of Earth wreaking havoc, seeking Ogrémoch's approval like an abandoned child.

Olhydra

Princess of Evil Water Creatures, Princess of Watery Evil, Mistress of the Black Tide

An endlessly breaking wave of water cascades across the ground, furiously churning and smashing everything in its path. This huge, amorphous blob of liquid seems to have almost-human features buried within its depths.

OLHYDRA **CR 22**

NE Huge elemental (evil, extraplanar, water)

Init +11; **Senses** darkvision 60 ft.; Listen +53, Spot +53

Aura drench (10-foot radius)

Languages Aquan, Abyssal, tongues

AC 41, touch 23, flat-footed 34; Dodge (–2 size, +7 Dex, +18 natural, +8 insight)

hp 567 (42 HD), fast healing 5; **DR** 15/—

Immune critical hits, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning

Resist cold 20; **SR** 30

Fort +32, **Ref** +25, **Will** +26

Weakness freezing susceptibility

Speed 30 ft. (6 squares), swim 120 ft.

Melee 2 slams +45 melee (4d6+15/19–20)

Space 15 ft.; **Reach** 15 ft.

Base Atk +31; **Grp** +54

Atk Options Awesome Blow, Cleave, Combat Expertise, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack

Special Atk archomental traits, drench, elemental command (DC 38), ramming, *summon aquatic creatures*, vortex, water mastery

Spell-Like Abilities (CL 20th, melee touch +44, range touch +36)

At will—*control water* (DC 23), *create water*, *obscuring mist*

3/day—*acid fog*, *fog cloud* (triple area), *ice storm*, quickened *control water* (DC 23), *solid fog*, *transmute rock to mud* (DC 22)

1/day—*horrid wilting* (DC 25)

Abilities Str 41, Dex 25, Con 29, Int 24, Wis 26, Cha 25

SQ Archomental traits, change shape, elemental traits

Feats Awesome Blow, Blind-Fight, Cleave, Combat Expertise, Corrupt Summoning[B*], Dodge, Epic Reflexes[E], Epic Will[E], Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Sunder, Power Attack, Quicken Spell-Like Ability (*control water*), Weapon Focus (slam)

*New feat. See sidebar.

Skills Bluff +52, Concentration +39, Diplomacy +11, Disguise +7 (+9 acting), Intimidate +54, Jump +45, Knowledge (arcana) +36, Knowledge (religion) +36, Knowledge (the planes) +51, Listen +53, Sense Motive +53, Spot +53, Survival +8 (+10 on other planes), Swim +38

Environment Elemental Plane of Water

Organization Solitary

Treasure Triple standard

Advancement None

Drench (Ex) Olhydra radiates moisture in a 10-foot radius, which puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if they are of Huge size or smaller. Olhydra can dispel magical fire she touches as if using *greater dispel magic* (caster level 20th).

Ramming (Ex) As a standard action, Olhydra can swim at up to quadruple speed (480 feet) and ram a waterborne target (such as a ship or another creature). To ram, Olhydra must end her movement in the target's space. This attack deals 2d8+22 points of damage. If the target is a creature, it can attempt either an attack of opportunity or a DC 46 Reflex save for half damage. The save DC is Strength-based.

Upon ramming a ship, Olhydra can make a Strength check to breach

Nodwick by Aaron Williams
http://www.nodwick.com
YOU WANT ME TO WHAT?
LEARN A USEFUL FIGHTING SKILL. IT'S HIGH TIME YOU STARTED PULLING YOUR WEIGHT IN THE FIELD.
HOW AM I SUPPOSED TO USE THIS "IN THE FIELD" WHILE I'M CARRYING YOUR STUFF?
LESS TALK, MORE PRACTICE. TRY TO HIT THE HAY BALES AT THE END OF THE YARD.
TWANG!
SO WHAT COMES AFTER MISSING THE TARGET AND POSSIBLY KILLING A NEIGHBOR?
REPEAT AFTER ME: "WHAT ARROW? WE WERE PLAYING PINOCHLE AND SIPPING TEA OUT ON THE VERANDA ALL AFTERNOON."
I RAN INTO GARY TODAY.
GARY?
OUR NEIGHBOR! HAVEN'T YOU EVER MET HIM?
NO, I SPEND A LOT OF TIME ON THE VERANDA DRINKING--
WELL, ANYWAY, HE CAME BY TO BORROW A CUP OF SUGAR.
HE DID?
UH... WAS HE... ALIVE?
OF COURSE! HE SAID HE NEEDED THE SUGAR FOR AN OLD FAMILY RECIPE THAT CURED HEADACHES.
I DIDN'T WANT TO BREAK IT TO HIM, BUT NO AMOUNT OF SUGAR WILL HELP AN ARROW THROUGH THE MELON, IF YOU ASK ME.
NO, THAT'S USUALLY CURED WITH PLIERS. 'LATER...

its hull, which causes the ship to sink in 1d10 minutes. The break DC varies with the type of vessel rammed: rowboat DC 20, keelboat DC 23, sailing ship or longship DC 25, warship DC 27, or galley DC 30. Regardless of the check result, every creature aboard must attempt a DC 15 Reflex save. Success means the creature takes 1d10 points of damage from being thrown about by the impact; failure means the creature is hurled overboard if on the deck, or knocked prone if below deck.

***Summon Aquatic Creatures* (Sp)** Once per day Olhydra can automatically summon 1d4+1 elder tojanidas, 1d3 elder water elementals*, 1d3 hezrous, or 1d2 sea hags. This ability is the equivalent of a 9th-level spell.

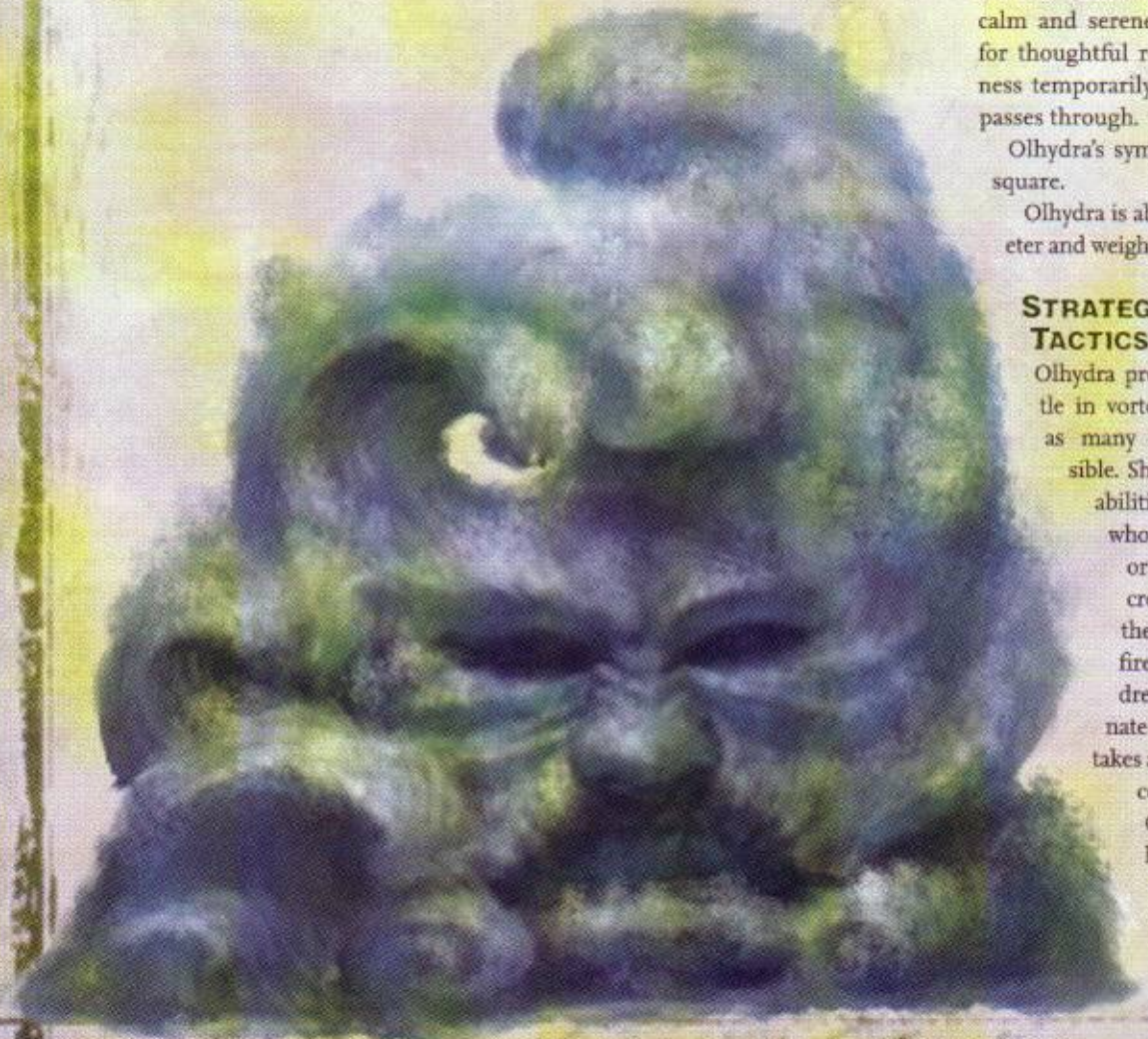
* If you are using *Complete Arcane*, Olhydra can summon one water monolith instead.

Vortex (Su) Olhydra can transform herself into a whirlpool just as a water elemental can (see *Monster Manual* page 98). Olhydra's vortex is 10 feet wide at the base, up to 50 feet wide at the top, and up to 80 feet tall. The Reflex save DC is 46, and the damage is 4d6.

Water Mastery (Ex) Olhydra gains a +2 bonus on attack rolls and damage rolls if both she and her opponent are touching water. If the opponent or Olhydra is touching the ground, Olhydra takes a –4 penalty on attack rolls and damage rolls. Olhydra easily affects the movement of ships in any squares she threatens as a full-round action, overturning any craft up to 210 feet long, or halting and holding motionless a ship as long as 420 feet. Larger ships can be reduced to half speed for as long as they remain threatened by Olhydra.

Freezing Susceptibility (Ex) If Olhydra is hit by a cold-based attack that exceeds her resistance to cold, she takes no damage from the attack but is instead slowed (as the *slow* spell) for 1d6 rounds, with no saving throw. Olhydra's spell resistance does not apply to cold attacks.

Skills Olhydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.



Olhydra, the Princess of Watery Evil, lives in the ruins of a castle made of black coral submerged in a great indigo canyon on the Elemental Plane of Water. An army of evil water elementals and lesser water wierds (see page 70) keeps faithful watch over her grand citadel, which they claim was once the capital of a great undersea empire conquered ages ago.

Olhydra is a surprisingly creative, wistful entity, with a rough and turbulent demeanor and a passion for life. Sometimes, though, she is calm and serene, with the capacity for thoughtful reflection. Her foulness temporarily darkens water she passes through.

Olhydra's symbol is a blue-green square.

Olhydra is about 20 feet in diameter and weighs 5,000 pounds.

Strategies and Tactics

Olhydra prefers to enter a battle in vortex form, enveloping as many opponents as possible. She uses her spell-like abilities against those who escape the vortex, or summons aquatic creatures to deal with them. Olhydra despises fire, and always uses her drench ability to eliminate it. If an opponent takes advantage of her susceptibility to freezing, Olhydra focuses all her attacks on that enemy until it is neutralized.

Olhydra's Goals

Olhydra harbors an intense hatred of Imix and nurses her enmity through constant schemes to destroy him. This goal is so all-consuming that it sometimes prevents her from tending to the needs of her own plane. She spends a great deal of time hiding in her palace, consulting with her numerous water weird advisors and plotting her next attack against Imix. Surprisingly, she gives little thought to Ben-Hadar, the good archomental who shares her plane. Her single-minded pursuit of Imix, and Ben-Hadar's indifference toward her, ensure that the two water archomentals maintain a detached neutrality toward one another. Olhydra shares the elemental Plane of Water with the deities Blibdoolpoolp, Eadro, and Persana, and occasionally comes into conflict with them, although she lets nothing distract her for long in her dedication to Imix's eradication.

Olhydra, Imix, Yan-C-Bin, and Ogrémoch once pursued a legendary artifact known as the *Egg of the Phoenix*. This black onyx egg-shaped object increases the user's magical prowess and expands in size and power as the user discovers how to open it further. All of the archomentals have long coveted the egg and once made a desperate bid to capture it, but they were thwarted by a ki-rin aided by champions from the Material Plane. Olhydra still actively hunts for the egg, both to keep it from Imix and to use it against him.

Olhydra counts Dagon, a demon lord who resides on the 89th layer of the Abyss, as one of her greatest allies. Rumors hold that the two are lovers and might have sired twin daughters.

Deep within Olhydra's coral fortress lurks a trio of sea hags called the Blue Coven. Although they once unsuccessfully attempted to control Olhydra, she respected their tenacity and accepted them as loyal worshipers. The coven long ago merged into a single entity with three distinct bodies, granting it magical power and access to dark secrets known only to it.

Although the Coral Throne traditionally pays lip service to Olhydra, the chaotic nature of the marids and the frequent turnover in leadership make them unreliable allies.

Olhydra has the largest cult among the archomentals, and it's no secret she wishes to ascend to true divinity. The large diversity of sea life on the Material Plane helps to ensure a surplus of worshipers, and she counts sahuagin, scrags, anguillian (*Stormwrack* 136), sea hags, krakens, seawolves (*Stormwrack* 158), eyes of the deep (*Lords of Madness* 138), aquatic versions of terrestrial creatures, and many other sea creatures among her faithful. Because of her cult's size, she is closer to becoming a deity than the other evil archomentals. She commands legions of evil water elementals, water grues, water mephits, callers from the deep, and tojanidas, as well as a renegade sect of hezrou demons she lured away from Demogorgon.

Other Elemental Lords

Numerous other elemental lords are rumored to exist on the Elemental Planes and the border regions between them and the Energy Planes. Here are but a few: Alu Kahn Sang (High General of Destruction, Wind of Destruction), Bwimb II (Archomental of Ooze, Paraelemental Princess of Ooze), Chilimba (The Searing Emperor, First General of the Cauldron, Master of All Mephits), Crystalle (Lord of Minerals), Ehkahk (The Smoldering Duke), Sun Sing (Viceroy of the Vacuum), Ty-h'kadi (Prince of Thunder and Lightning, Lord of Storm Elementals).

Yan-C-Bin

Prince of Evil Aerial Creatures, Master of Evil Air, The Great Cloud

The wind whips about in a fierce frenzy as a form begins to coalesce, like an angry cloud with the force of a tornado. Two glowing eyes form above a gaping maw of jagged wind.

YAN-C-BIN **CR 21**

NE Large elemental (air, evil, extraplanar)

Init +18; **Senses** darkvision 60 ft.; Listen +52, Spot +52

Languages Auran, Abyssal, tongues

AC 42, touch 31, flat-footed 28; Dodge, Mobility
(–1 size, +14 Dex, +11 natural, +8 insight)

hp 448 (39 HD), fast healing 5; **DR** 15/—

Immune air effects, critical hits, electricity, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning

SR 33

Fort +20, **Ref** +33, **Will** +25

Speed Fly 120 ft. (perfect) (24 squares)

Melee 2 slams +42 (2d10+11/19–20 plus stunning slam)

Space 10 ft.; **Reach** 10 ft.

Base Atk +29; **Grp** +44

Atk Options Cleave, Combat Expertise, Combat Reflexes, Flyby Attack, Great Cleave, Power Attack, Spring Attack, Whirlwind Attack

Special Atk Air mastery, elemental command (DC 36), stunning slam, *summon aerial creatures*, whirlwind

Spell-Like Abilities (CL 20th, melee touch +41, range touch +42)
At will—*control winds* (DC 22), *gust of wind* (DC 19), *wind wall* (DC 20)
1/day—*control weather*

Abilities Str 33, Dex 38, Con 24, Int 22, Wis 27, Cha 24

SQ Archomental traits, change shape, elemental traits, natural invisibility

Feats Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Corrupt Summoning[B*], Dodge, Epic Will[E], Flyby Attack, Great Cleave, Improved Critical (slam), Improved Initiative[B], Mobility, Power Attack, Spring Attack, Weapon Finesse[B], Whirlwind Attack
* New feat. See sidebar.

Skills Balance +16, Concentration +27, Diplomacy +9, Gather Information +47, Hide +35, Intimidate +47, Jump +49, Knowledge (the planes) +36, Knowledge (religion) +36, Listen +38, Move Silently +35, Sense Motive +48, Spot +38, Survival +8 (+10 on other planes), Tumble +44

Environment Elemental Plane of Air
Organization Solitary
Treasure Triple standard
Advancement None

Air Mastery (Ex) Airborne creatures take a –2 penalty on attack and damage rolls against Yan-C-Bin.

Stunning Slam (Ex) Anyone hit by Yan-C-Bin's slam attack must succeed on a DC 40 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

***Summon Aerial Creatures* (Sp)** Once per day Yan-C-Bin can automatically summon 1d3 elder air elementals*, 1d4 cloud giants, or 1d4+1 elder arrowhawks or invisible stalkers. This ability is the equivalent of a 9th-level spell.

* If you are using *Complete Arcane*, Yan-C-Bin can summon one air monolith instead.

Whirlwind (Su) Yan-C-Bin can transform himself into a whirlwind just as an air elemental can (see *Monster Manual* page 95). Yan-C-Bin's whirlwind form can be up to 80 feet tall, the Reflex save DC is 40, and the damage is 4d8.

Immunity to Air Effects (Ex) Yan-C-Bin is immune to strong winds or any air-related effects. Yan-C-Bin can suppress this ability as a free action.

Natural Invisibility (Su) This ability is constant, allowing Yan-C-Bin to remain invisible even when attacking. This ability is inherent and not subject to the invisibility purge spell. Yan-C-Bin can, as a free action, use his body to pick up dirt and debris, making himself visible. He can resume his natural invisibility as a free action.

Yan-C-Bin, the Master of Evil Air, lives in a mighty palace made of solid air on the Elemental Plane of Air, although he spends a great deal of time wandering the planes. He is a rational thinker with a thirst for intellectual stimulation and pursuits, but in contradiction is also quick to react and flighty. In his travels, he seeks out the greatest loremasters, bringing them to his palace to learn their secrets. Yan-C-Bin does have a strong sense of honor, however, and generously rewards those who willingly provide him with knowledge. It is said that all creatures of the sky on any plane are aware of Yan-C-Bin and know to fear him.

Yan-C-Bin's sky palace is a great central hall surrounded by iridescent towers, all of which resemble spiked glass spheres. The palace turns slowly in the wind, making a sound like wind chimes. He guards the broken land below his castle jealously, and his constant patrols of elementals destroy all interlopers and would-be settlers. The graveyard below his realm might contain a wealth of both knowledge and material treasure, but the place crawls with necromentals (*Libris Mortis* 112) and phiuhls (*Fiend Folio* 135) who eradicate all they encounter.

Yan-C-Bin has an amorphous form, normally invisible to the naked eye. *See invisibility* shows only the faint outline of a cloud, while a *true seeing* spell reveals a shifting cloud ringed by powerful currents of air with darker patches of vapor forming eyes and a mouth. His passage leaves a palpable feeling of unease, and the temperature always seems a few degrees cooler.

Yan-C-Bin's symbol is a silver-white circle.

Yan-C-Bin is about 10 feet in diameter and weighs 3 pounds.

Strategies and Tactics

Yan-C-Bin uses his natural invisibility and great speed to his advantage, making hit-and-run attacks while leaving his opponents unsure of his current position. He constantly surrounds himself with a *wind wall*, rendering himself invulnerable to most ranged attacks. Yan-C-Bin possesses fewer offensive spell-like abilities than his peers, so he relies more on physical attacks.

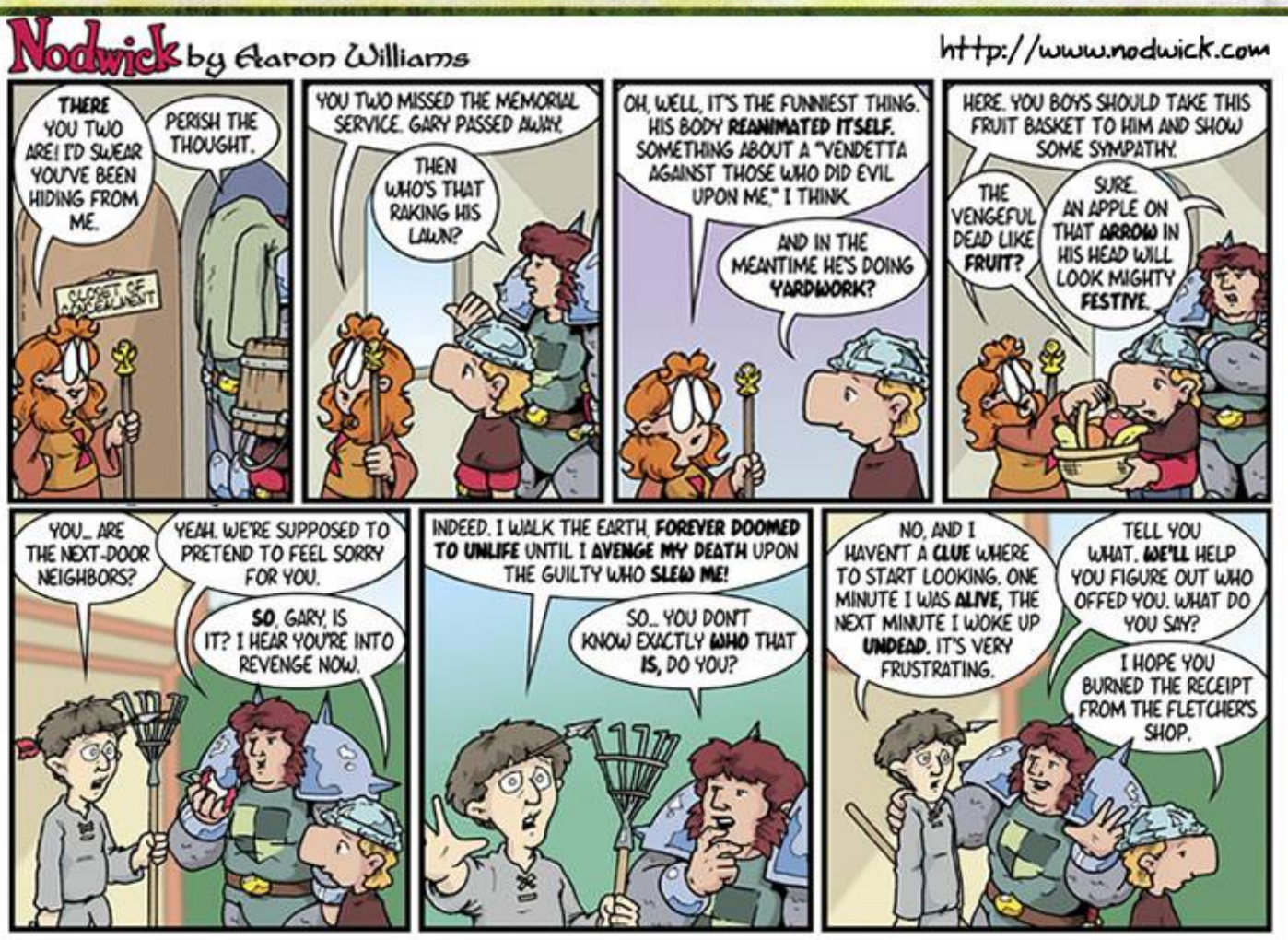
Yan-C-Bin's Goals

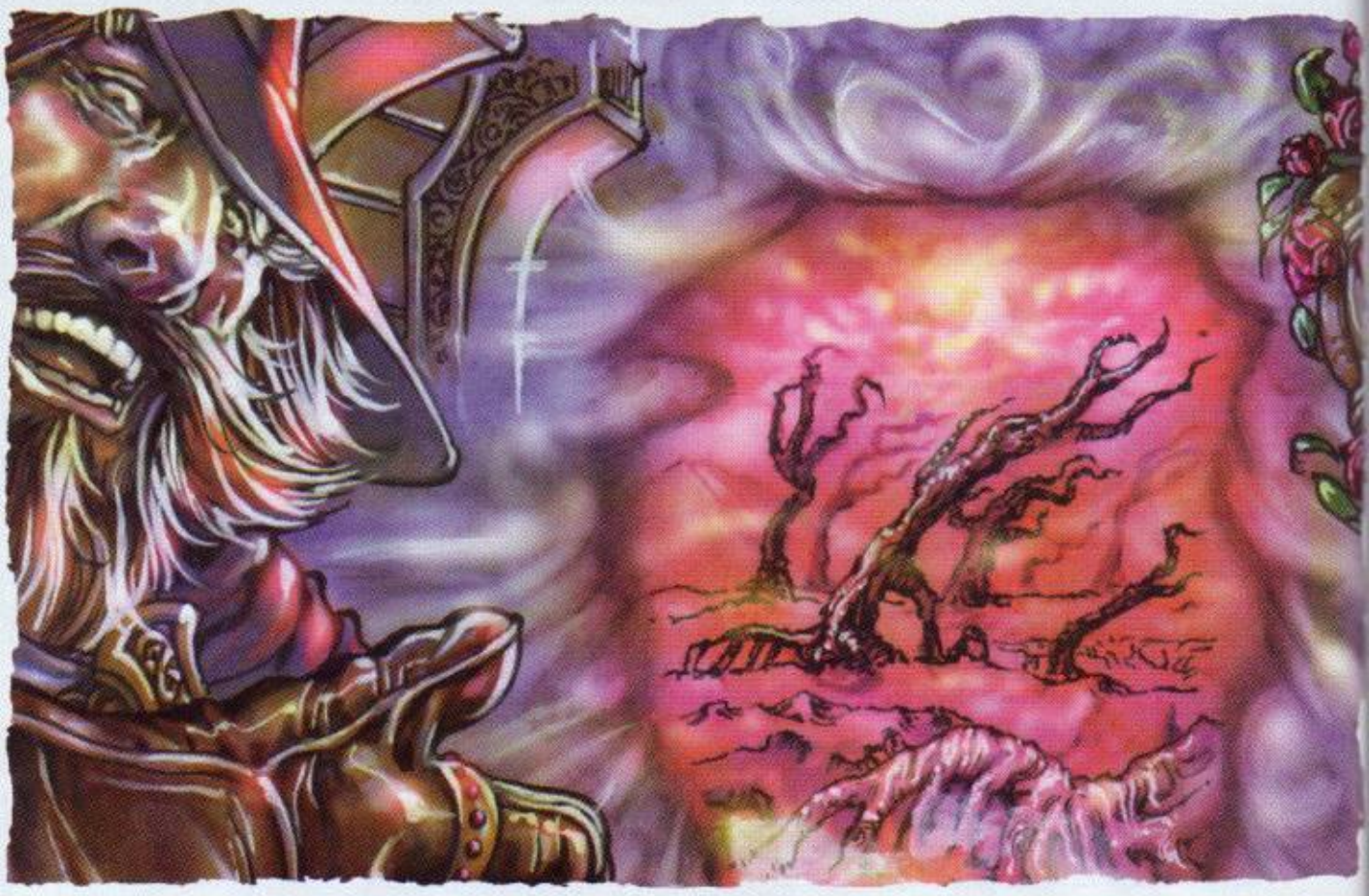
The youngest of the evil archomentals, Yan-C-Bin became the immediate target for Ogrémoch's aggression, as Olhydra and Imix fought each other from the moment they came into being. After centuries of pursuit, Ogrémoch finally decided that the lord of air was not a worthy opponent. Yan-C-Bin soon discovered his greatest foe in the Princess of Good Air Creatures, Chan. The two archomentals have never actually met, but they have long waged a war of silent terror. Common knowledge of the elemental planes holds that if Yan-C-Bin and Chan ever do meet, only one will survive.

Yan-C-Bin prefers wandering in solitude. He does not keep a huge army, but he does keep a fair number of loyal evil air elementals, invisible stalkers, arrowhawks, breathdrinkers (*MM II* 39), and air mephits as supporters. Air grues (*Complete Arcane* 155) serve as his messengers and spies throughout the planes. His planar travels led to alliances with other races as well. Recently, he has been working with the nerras (*Fiend Folio* 127), whose similar interests in information-gathering and the Material Plane make them perfect accomplices in some unknown dark plan.

Yan-C-Bin sometimes tangles with the demon Pazuzu, as both princes lay similar claims to title of the Lord of All Planar Skies. A fair number of vrocks and other demons have sworn loyalty to Yan-C-Bin, which only enrages Pazuzu more. Yan-C-Bin also despises the djinn, who tried on more than one occasion to trap him within their Citadel of Ice and Steel. Yan-C-Bin loves to roam as he pleases, and thus his greatest fear is confinement.

Yan-C-Bin visits his cultists on the Material Plane more than the other princes. He has a rather large clan of ninjas dedicated to him, as well as an order of shugenjas and monks. Dervishes and swashbucklers often revere him for his incredible speed and mobility. His cult is also popular among cloud giants, and those who favor aerial mounts like griffons and rocs. Yan-C-Bin sometimes grants his most dedicated cultists a *tempestcutter*, a magical short sword that renders its wielder invisible and immune to the negative effects of wind.


Nodwick by Aaron Williams
http://www.nodwick.com
THERE YOU TWO ARE! I'D SWEAR YOU'VE BEEN HIDING FROM ME.
PERISH THE THOUGHT.
CLOSET OF CONCEALMENT
YOU TWO MISSED THE MEMORIAL SERVICE. GARY PASSED AWAY.
THEN WHO'S THAT RAKING HIS LAWN?
OH, WELL, IT'S THE FUNNIEST THING. HIS BODY REANIMATED ITSELF. SOMETHING ABOUT A "VENDETTA AGAINST THOSE WHO DID EVIL UPON ME," I THINK.
AND IN THE MEANTIME HE'S DOING YARDWORK?
HERE. YOU BOYS SHOULD TAKE THIS FRUIT BASKET TO HIM AND SHOW SOME SYMPATHY.
THE VENGEFUL DEAD LIKE FRUIT?
SURE. AN APPLE ON THAT ARROW IN HIS HEAD WILL LOOK MIGHTY FESTIVE.
YOU... ARE THE NEXT-DOOR NEIGHBORS?
YEAH. WE'RE SUPPOSED TO PRETEND TO FEEL SORRY FOR YOU.
SO, GARY, IS IT? I HEAR YOU'RE INTO REVENGE NOW.
INDEED. I WALK THE EARTH, FOREVER DOOMED TO UNLIFE UNTIL I AVENGE MY DEATH UPON THE GUILTY WHO SLEW ME!
SO... YOU DON'T KNOW EXACTLY WHO THAT IS, DO YOU?
NO, AND I HAVEN'T A CLUE WHERE TO START LOOKING. ONE MINUTE I WAS ALIVE, THE NEXT MINUTE I WOKE UP UNDEAD. IT'S VERY FRUSTRATING.
TELL YOU WHAT. WE'LL HELP YOU FIGURE OUT WHO OFFED YOU. WHAT DO YOU SAY?
I HOPE YOU BURNED THE RECEIPT FROM THE FLETCHER'S SHOP.



Elemental Hazards

An Exploration of the Inner Planes

by Chad Dickow, Duncan Hanon, and Mike McArtor • illustrated by David Bercham

Each of the Elemental Planes—Air, Earth, Fire, and Water—contain infinite expanses of raw elemental energy, varieties of unique environments, and fascinating geography. Mostly empty skies fill the Elemental Plane of Air. Infinitely deep layers of stone comprise the Elemental Plane of Earth. Ever-burning skies dot the endless inferno of the Elemental Plane of Fire. Unending oceans lacking shore or surface form the Elemental Plane of Water.

To delve into all the potential for adventure on the Elemental Planes is impossible. A single continent on the Material Plane provides more adventure than any single party could ever hope for, much less an infinity filled with alien inhabitants and locales. The Elemental Planes contain many features and hazards, the most common of which are described herein.

The chance for encountering a planar feature or hazard of some kind is 10% per hour a party does not encounter a creature.

Elemental Plane of Air

Much of the Elemental Plane of Air is empty sky, although dangerous inhabitants, unusual features, and challenging hazards frequently make life difficult for visitors.

Dream Mist

Dream mist is a very rare, wispy, pale-blue fog. Feared by many travelers,

it is sought by scavengers who feed on those caught in it. A bank of dream mist typically stretches 500 feet in diameter. Any creature with an Intelligence of 5 or more who inhales the mist must immediately succeed at a DC 20 Will save or fall asleep (as the *deep slumber* spell) for 1d6 hours. A creature who makes this save becomes immune to the effects of all dream mists for 24 hours.

Although a natural part of the plane, dream mist is a magical effect and can be detected and dispelled as such (CL 9th; moderate enchantment).

Heaven Gems

The clarity of heaven gems, tiny translucent crystals formed from solid air, make them almost completely invisible. Found blowing among the wind currents, a heaven gem provides anyone holding one a +2 bonus on all saving throws made to resist divination magic. If removed from the Elemental Plane of Air, a heaven gem survives for one week before disintegrating into a puff of air.

A heaven gem is worth 100 gp.

Razorgrit Storm

Microscopic grains of diamond mix with other hard, gritty substances within the hurricane-force winds of a razorgrit storm. Creatures and unattended objects caught in this dangerous dust storm take 1d10 points of damage per round of exposure. Creatures that breathe take 2d10 points of damage instead. Most razorgrit storms fill a 300-foot-diameter sphere, move 60 feet a round in a straight line, and last for 1d3 hours. Rare razorgrit storms can grow as large as 1,000 feet in diameter.

Ripplewood

A dark-green woody vine up to 400 feet long, ripplewood has no leaves or root system and draws all its nutrients from the air. These plants always grow together in twisting nests of at least four vines, interlocking into a sturdy weblike formation that spreads in all directions. Clusters of ripplewood can simulate near weightlessness, with each plant choosing the center of the cluster as "down." Ripplewood plants are sensitive to the weather and subtly shift their weight to slowly float on chosen wind currents toward calm areas. Several kinds of creatures make their homes among the interlocking limbs of a ripplewood cluster: arrowhawks, giant eagles, griffins, spirits of the air, and many others.

Elemental Plane of Air Features and Hazards

Whenever a feature or hazard is called for, roll on the following chart.

d%	Feature	Avg El
01	Dream Mist	5
02	Heaven Gems (1d4)	—
03–10	Inclement Weather[1]	Varies
11–15	Phantom Voices[2]	—
16	Powerful Storm[1]	Varies
17–23	Razorgrit	10
24–40	Ripplewood	—
41–44	Sandstorm (any kind)[3]	Varies
45–50	Shimmer Air	3
51–60	Sky Lotus (1d4)	—
61–62	Snowstorm[4]	Varies
63–70	Storm[1]	Varies
71–74	Vacuum Vortex	14
75–95	Vapor Field	—
96–00	Whispering Wind	—

1 See pages 94–95 of the *Dungeon Master's Guide*.
2 See page 24 of *Sandstorm*. If you do not have this supplement, treat this result as no encounter.
3 See pages 15–17 of *Sandstorm*. If you do not have this supplement, treat this result as a storm instead.
4 See page 13 of *Frostburn*. If you do not have this supplement, treat this result as a storm instead.

Sizeable tangles of this plant produce large nodes every 100 feet, and when these new nodes break off in clumps of four or more they create a new cluster capable of drifting through the plane. A ripplewood vine has hardness 5 and 20 hit points per 100-foot section; a ripplewood node has hardness 5 and 25 hit points. A ripplewood cluster can support up to 500 pounds per 5-foot square, with excess weight falling through. Denser patches of ripplewood that can hold more weight do exist.

Shimmer Air

Bizarre floating clouds composed of brilliant flashes of multicolored lights, shimmer air illuminates the plane without producing heat. Shimmer air clouds form near pockets of positive energy. They can grow as large as several miles in diameter and give off light twice as far. Creatures within 300 feet of a shimmer air cloud must make a DC 15 Reflex save each round or be dazzled for 1 round. Within 150 feet, the DC increases to 30. A creature entering a shimmer cloud does not receive a saving throw and becomes dazzled automatically. Blind creatures are immune to the effects of shimmer air clouds.

Sky Lotus

These small, stemless white flowers live and breed while floating through the plane on the wind currents. Growing only on the Elemental Plane of Air, they are known for their high nutritional value (one flower equals one day's ration) and the valuable drop of oil found within. They also contain an almost undetectable amount of arsenic, however, that only becomes toxic when enough sky lotuses are consumed.

When the oil from ten sky lotuses is collected, it forms a natural *potion of levitation* (CL 1st) that is also a dose of arsenic (ingested DC 13; initial damage 1 Con; secondary damage 1d8 Con). A single intact sky lotus flower is worth 30 gp.

Vacuum Vortex

A vacuum vortex is a stationary portal between the Elemental Plane of Air and the Negative Energy Plane that stretches out as far as 1 mile. Only the various objects and creatures drawn into the vortex are visible to observers outside it; the vortex itself is completely invisible. The center of the vortex has winds of more than 1,000 miles per hour, while at the farthest point of influence the winds are only about 50 miles per hour. The following chart shows the vacuum vortex's effects on a creature based on its distance from the center of the vortex, including the wind force equivalent and special effects caused by the vortex in addition to normal wind effects (see page 95 of *Dungeon Master's Guide*).

Although a natural part of the plane, a vacuum vortex is a magical effect and can be detected and dispelled as such (CL 20th; overwhelming transmutation). A character attempting to dispel a vacuum vortex must target its center, putting him at the mercy of its effects.

Vapor Field

A vapor field is a huge expanse of dark storm clouds shrouded in a dense fog. These semisolid clouds have a surface similar to rolling hills and are capable of supporting up to 500 pounds per 5-foot square (weight in excess of the vapor field's capacity falls through the clouds as if they were normal clouds). Every 5 feet of additional depth allows the vapor field to hold up an extra 500 feet. Vapor fields vary in size from less than an acre to continental. Severe winds erode vapor fields as water erodes land (although at an accelerated pace), making their

Vacuum Vortex Effects

Distance from Center	Wind Force	Wind Speed	Special Effects
0 ft.	Tornado	1,000 mph	Creatures are pulled into Negative Energy Plane and escape vortex.
1–500 ft.	Tornado	500 mph	Creatures pulled toward center at 360 ft./round (DC 30 Strength check to resist with fly speed); Huge and smaller creatures are blown away; Gargantuan and Colossal creatures knocked down.
501–1,000 ft.	Tornado	300 mph	Creatures pulled toward center at 240 ft./round (DC 20 Strength check to resist with fly speed).
1,000 ft.–1/2 mile	Hurricane	100 mph	Creatures pulled toward center at 120 ft./round (DC 15 Strength check to resist with fly speed).
1/2–1 mile	Severe	50 mph	Subjective gravity disappears; "down" is toward center of vortex; creatures pulled toward center at 60 ft./round (DC 10 Strength check to resist with fly speed).

exact shapes and dimensions difficult to map. Some intrepid nonnative inhabitants of the Elemental Plane of Air import or find solid materials and build castles, villages, and even cities atop the largest vapor fields.

Whispering Wind

Whispering wind carries sounds all across the Elemental Plane of Air. Sounds can travel hundreds, if not thousands, of miles through the plane on a whispering wind over the course of years, decades, or centuries. A whispering wind can affect an area of any size, granting all creatures within its area a DC 15 Listen check to hear it. The sound carried by a whispering wind typically lasts 1d10 rounds before it ends. The following chart shows the most frequent sounds carried by a whispering wind.

d8	Sound
1	People laughing and singing.
2	Speech from a strange, unknown language.
3	Whispers; low murmurs.
4	Rain or severe storm.
5	Sounds of distant combat.
6	Wings flapping and sounds of birds.
7	Bells or musical instrument.
8	Screams, cries for help or of discontent and mourning.

Elemental Plane of Earth

Unending earth and stone comprises the Elemental Plane of Earth, with tunnels and small pockets of open air forming only a tiny percentage of its overall space.

Adamant Algae

This rare algae grows where small pools of water collect around thick veins of adamantine. Adamant algae forms a black slime that floats on the surface of the water and secretes a thick, shiny, dark red liquid with a strong acrid smell and metallic taste. This dark red liquid grants creatures who drink it double their normal healing rate for 24 hours (allowing a creature to recover 2 hit points per level after 8 hours of rest). A creature must drink at least one ounce for each 100 pounds of its body weight. A typical pool of water contains 32 ounces of the adamant algae discharge. Natives of the plane call this liquid Blood of the Earth and many battles occur over control of the stuff. An ounce of adamant algae secretion is worth 10 gp. If removed from its pool the algae dies in 1 hour and any of its secretions become diluted and worthless within 30 minutes, although storing it in an adamantine vial (cost 200 gp) keeps it fresh for up to one month.

Choke Mold

This slightly luminous bright yellow mold devours air, creating small vacuums responsible for the myriad drafts and unexpected air currents that flow throughout the plane. Choke mold typically appears in groups of 2d4 patches, and it can grow on walls and ceilings as easily as on floors. If trapped in an air-tight area through the movement of stone, choke mold can cause further cave-ins by

Elemental Plane of Earth Features and Hazards

Whenever a feature or hazard is called for, roll on the following chart.

d%	Feature	Avg EL
01–02	Adamant Algae (32 oz.)	—
03	Avalanche[1]	7
04–09	Cave-In[2]	8
10–25	Choke Mold	1
26–35	Darkshine	5
36	Ghost Tunnels	14 (see text)
37–42	Gripsilt	8
43–50	Iron Coal (1d4 lb.)	—
51–53	Mineralmites	4
54	Pure Ore (1/10 oz.)	—
55–64	Silent Stones	—
65–00	Stoneshrooms (1d4)	—

1 See page 90 of the *Dungeon Master's Guide*.
2 See pages 66–67 of the *Dungeon Master's Guide*.

creating vacuums through its natural process of air consumption. Most air-breathing creatures destroy choke mold on sight, and some actively search it out. Patches of stoneshrooms growing near choke mold can nullify the mold's dangerous effects. The two are frequently found together.

A creature within 5 feet of a patch of choke mold cannot breathe and immediately begins to suffocate (see page 304 of the *Dungeon Master's Guide*), unless the creature is also in the same square as a stoneshroom.

Darkshine

Darkshine is a glossy black, crystallizing fungus that grows into jagged, razor-sharp shards up to 6 feet long. Originally forming near portals to the Negative Energy Plane, pockets of the fungus have since quickly spread throughout dark crevasses and narrow fissures along the plentiful stone surfaces of the plane.

Each time a creature moves into an area covered by darkshine (or spends a round fighting while standing in such an area), it might step into a blade. The darkshine patch makes an attack roll (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonuses do not count. If the darkshine succeeds on the attack, the creature has stepped into one. The darkshine deals 1d10 points of slashing damage. A charging or running creature must immediately stop if it moves into a patch of darkshine. Any creature moving at half speed or slower can pick its way through a patch of darkshine with no trouble.

A patch of darkshine has hardness 5 and 20 hit points, takes half damage from piercing and slashing weapons. A creature damaged by darkshine cannot be affected by any magical healing for 1 minute. Darkshine takes 1 point of damage per hour (ignoring hardness) of continuous exposure to any source of light more powerful than a candle.

Ghost Tunnels

Ghost tunnels are natural caverns and passages that randomly appear and disappear. None know how they form, although witnesses describe their creation as months worth of mining work performed silently and invisibly over the course of seconds. Sages continue to search for ways of predicting their locations or durations. Bards tell tales of miles of ghost tunnels forming in a few hours and lasting for decades, only to suddenly disappear in a matter of minutes—crushing those unfortunate creatures within them. Other stories tell of potentially massive ghost tunnels disappearing seconds after they form. Regardless of the length and complexity of the ghost tunnels, they appear without sound or any obvious means of creation. Supposedly, ghost tunnels never affect the same area twice.

Although a natural part of the plane, a ghost tunnel is a magical effect and can be detected and dispelled as such. The length of a ghost tunnel's main thoroughfare determines its effective caster level and the power of its magical aura, as shown on the following chart.

Wizards who investigate ghost tunnels use *detect magic* to locate and mark those newly formed. As of yet there is no way to determine the duration of a ghost tunnel, and those who know of them do not lightly enter them.

A creature caught in a ghost tunnel when it disappears must immediately

Ghost Tunnel Length	Caster Level	Aura Power
Less than 30 ft.	5th	Faint transmutation
31–90 ft.	9th	Moderate transmutation
91–300 ft.	15th	Strong transmutation
301–900 ft.	19th	Strong transmutation
901–3,000 ft.	25th	Overwhelming transmutation
3,001–9,000 ft.	35th	Overwhelming transmutation
9,001+ ft.	45th	Overwhelming transmutation

make a DC 20 Reflex save. Failure indicates the creature is suddenly stuck within the instantly reappearing stone and takes 20d6 points of crushing damage each round until it is pulverized. Success shunts the creature to the next closest open area large enough to accommodate its body, dealing 1d6 points of damage per 10 feet shunted (maximum 20d6).

A mined tunnel dug to connect with a ghost tunnel remains after the ghost tunnel disappears, leading to countless pockets of unconnected tunnels within the plane—some of which contain the remains of unfortunate suffocated or shunted miners surrounded by an infinity of stone.

Gripsilt

Made of a fine dust with an extremely unusual adhesive property, gripsilt grains have dozens of burrs, allowing them to stick to nearly anything. Found in pools in rocky indentations, gripslit blends in with its surroundings, as it sticks to dust or dirt in the area. Gripsilt pools act as quicksand (see page 88 of the *Dungeon Master's Guide*), except as follows.

A character approaching a patch of gripsilt at a normal pace is entitled to a DC 20 Survival check to spot the danger before stepping in.

A character in gripsilt needs to make a DC 20 Swim check every round to simply tread in place, or a DC 30 check to move 5 feet in the desired direction. Characters below the surface of the gripsilt may swim back to the surface with a successful Swim check (DC 25 + 1 per consecutive round of being under the surface).

Pulling out a character trapped in gripsilt is difficult at best. A rescuer must make a DC 25 Strength check to successfully pull out a victim. The victim must make a DC 15 Strength check to hold on to the rope, branch, or other item used to reach him. If he fails this Strength check he must immediately make a DC 25 Swim check to stay above the surface.

Iron Coal

Far from any natural fissures or crevasses exists a rare type of coal that burns without smoke, emits light like wood, and uses only a negligible amount of oxygen. Iron coal burns five times longer than an equal amount of wood but gives off just as much heat and light. It fetches prices as high as 20 gp per pound. A torch made with an iron coal tip burns for 5 hours and costs 5 sp.

Mineralmites

These microscopic pests weaken stone in a way undetectable on the surface. The mites pass through rock and stone, leaving it the consistency of chalk, barely able to support its own weight. Dwarves call this softened state rock rot. A character crossing a floor with rock rot must succeed at a DC 20 Reflex save or fall through. A pit formed in this way extends 1d10×5 feet deep and widens out to 1d4×5 feet in diameter. Most of the stone becomes a fine dust that actually creates a slight cushion that prevents some of the falling damage (treat the fall as 10 feet shorter for the purpose of determining falling damage).

Pure Ore

Ores on the Material Plane have purer counterparts on the Elemental Plane of Earth. Items made of metal forged with at least an ounce of pure ore are of masterwork quality (included in the cost of the ore) and have twice as many hit points and double the hardness of items made only from normal ore.

Type of Pure Ore Item	Item Cost Modifier
Light armor	+800 gp
Medium armor	+3,000 gp
Heavy armor	+7,000 gp
Other items	+400 gp/lb.

Silent Stones

Light tan pebbles resembling pumice, silent stones naturally absorb all sound within 5 feet, rendering the area completely silent (as the *silence* spell). A silent stone only works when exposed directly to the air and does not function if placed within a container of any kind. Jewelers sometimes craft these plain-looking pebbles into brooches or amulets, which are often prized by those who rely on stealth or oppose spellcasters.

A silent stone has hardness 1, 1 hit point, and is worth 1,000 gp. A silent stone removed from the Elemental Plane of Earth crumbles to worthless dust one month later.

Although a natural part of the plane, a silent stone is a magical effect and can be detected and dispelled as such (CL 3rd; faint illusion).

Stoneshrooms

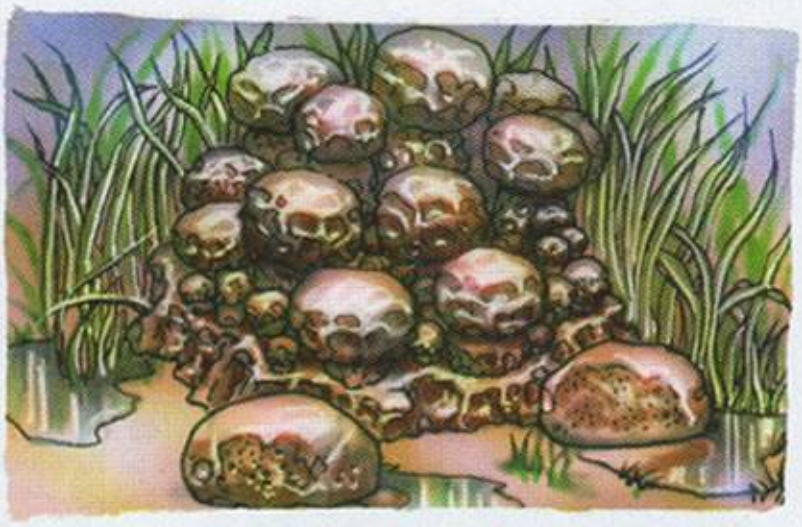
This unique chalky fungus can form on any stone surface. It has a small stem and a hard cap and resembles a typical toadstool. In the ecology of the Elemental Plane of Earth, stoneshrooms are a source of two vital commodities: food and breathable air. Stoneshrooms survive off minerals in the rock, then spread by releasing spores in a puff of breathable air. This creation of air contributes to the air currents flowing throughout the plane.

Eating a stoneshroom provides the equivalent of a meal's worth of food. More importantly, for 24 hours after eating a stoneshroom a creature can hold its breath for twice as long as normal. A stoneshroom remains fresh and useful for only one day after

being picked; after that time it rots away. Fresh stoneshrooms are worth 20 gp each.

Elemental Plane of Fire

An infinity of flame, lava, and molten metal, the Elemental Plane of Fire is frequently called the least hospitable of the Elemental Planes. And yet, despite its many dangers, mortals are constantly drawn to it, seeking out reported treasures or hoping in some small way to harness the plane's undeniably destructive power.



Ash Willow

This willow tree has dark red bark and at full height can reach 120 feet tall. Ash willows thrive on heat and often grow in pools of lava, growing several feet a year and quickly dominating an area. Ash willows continually smolder and rain ash all around them, eventually creating a unique ashen landscape. One tree can create 1 pound of ash each day for every 10 feet of its height. Fast-growing roots extend runners that spawn 1d3 new trees each month. The trees spread within lava pools and along rivers of lava, often changing highly volatile areas into calm, slow-burning forests covered with ash.

Treat areas in which ash willows grow as areas filled with snow for purposes of visibility.

Cerulean Magma

This bright blue lava is generally accepted as the hottest substance on the Elemental Plane of Fire. If that didn't make it dangerous enough, its slightly acidic nature produces highly corrosive lime-green clouds of smoke. A pool of cerulean magma tends to be roughly 20 feet in diameter. Within 100 feet of a pool of cerulean magma, fire resistance (magical or natural) is halved (fire immunity is unaffected) and fire damage (including that from the plane itself) is doubled.

The green smoke created by a pool of cerulean magma covers a 40-foot-diameter area (centered on the pool). The green smoke deals 2d8 points of acid damage each round to anything within it (DC 18 Fortitude save halves the damage).

Ebony Mote

An ebony mote is a storm that contains a frightening combination of darkness and cold. Ebony motes appear as lines of dark shadows cast from the distance. Despite their name, ebony motes are not small, and an array of ebony motes can devastate an area as they sweep through, leaving behind only thick trails of steam.

An array of ebony motes covers an area roughly 400 feet in diameter and lasts 5d6 rounds. Ebony motes usually move in a straight line at a speed of 90 feet, although occasionally (20% of the time) they move sporadically. An ebony mote array cloaks the area within it in darkness, as the *deeper darkness* spell, and deals 2d10 points of cold damage per round to creatures and objects (DC 15 Fortitude save halves the damage).

Ember Root

Ember root grows under a strange native plant that looks like a shriveled, burnt coconut. The plant itself is poisonous and useless, but its roots hold a juice as close to natural water as can be found on the Elemental Plane of Fire. The liquid inside an ember root is immune to heat (staying at a warm but drinkable 70 degrees no matter its surroundings). The ember root plant (and thus the roots themselves) grows on any solid stone (never lava), but only in areas of extreme heat (in excess of 300 degrees). A single ounce of ember root juice provides nourishment equal to a day's worth of water, and a typical ember root holds 1d4 ounces of juice.

On the Elemental Plane of Fire, fresh ember root is worth 200 gp per root while the juice is worth 40 gp per ounce. Finding an ember root plant requires a DC 30 Survival check.

Fyrite

Veins of fyrite ore form near pools of cerulean magma, which is also the only substance a blacksmith can use to work it. This glittering red ore always feels cool to the touch.

Normal fire and forges cannot soften fyrite enough to shape it, but the intense heat of cerulean lava breaks it down enough that a blacksmith can use it. Fyrite armors

Elemental Plane of Fire Features and Hazards

Whenever a feature or hazard is called for, roll on the following chart.

d%	Feature	Avg EL
01–40	Ash Willow	—
41–45	Cerulean Magma	9
46–47	Ebony Mote	6
48–49	Ember Root (1d3 roots)	—
50–79	Fyrite (2d4 pounds)	—
80–96	Hardfire (1d4 stones)	—
97	Inferno Star	20
98–00	Lambent Flames	—

(and weapons) are immune to all fire and heat, but take double damage from cold sources. Fyrite armor does not grant its wearer any kind of protection from fire or heat; only the armor itself is immune. Fyrite items are automatically masterwork (the cost of which is included in the following prices) and otherwise have the normal properties of the same items made from steel.

Type of Fyrite Item	Item Cost Modifier
Light armor	+200 gp
Medium armor	+400 gp
Heavy armor	+900 gp
Other items	+50 gp/lb.

Hardfire

These small red and orange mottled quartzlike rocks are usually found in chunks weighing roughly a pound and form on the banks of cerulean magma pools. Holding a hardfire stone unprotected deals 1d6 points of fire damage every round.

When removed from the Elemental Plane of Fire, hardfire falls apart at a rate of 1 ounce per week until it completely crumbles into worthless dust. A hardfire stone has hardness 2 and 2 hit points per ounce. If ever reduced to 0 hit points, the hardfire stone explodes in a *fireball* that deals 1d6 points of fire damage per ounce in a radius equal to 10 feet per ounce. A DC 14 Reflex save halves the damage.

Generally ignored by natives of the plane, efreet merchants sometimes export hardfire to buyers on other planes, where it sells for 150 gp per ounce.

Inferno Star

With a radius of a mile or more, an inferno star dominates the landscape of the plane for hundreds of miles. These slow-moving, tremendous yellow balls of flame emit an aura of calm over a vast area. Within this supernaturally still area, no wind blows, sounds seem clearer (no actual game effect), and the inferno star slowly saps the strength of those who come too close. An inferno star's draining power penetrates both fire resistance and immunity to fire. Creatures subjected to the inferno star are affected as if exposed to varying degrees of hot temperatures, even if immune or resistant to fire (see page 303 of the *Dungeon Master's Guide* for more information about heat damage). Inferno stars have a fly speed of 20 and perfect maneuverability. They tend to move in straight lines in one direction until contacting something solid that is at least a quarter of their mass or larger, at which point they bounce in a new direction.

The following chart shows an inferno star's effects on its surroundings based on the distance from its surface.

Lambent Flames

Softly glowing, semi-translucent, flickering fields of purple fire ranging in size from a few square feet to dozens of miles form the oases known as lambent flame fields. The plane's endless heat does not permeate these areas, protecting everything within from all but magical fire damage.

Nonnatives who come upon lambent fields consider them divinely provided respites from the torrential fires of the plane. The area within a lambent field is still hot—usually around 120 degrees—but not instantly fatal to most nonnatives.

Unfortunately, lambent flame fields are not stable. They change size almost constantly, expanding, shrinking, and moving unpredictably. Occasionally, they simply wink out completely, disappearing as quickly as they originally appeared.

Although a natural part of the plane, a lambent flame is a magical effect and can be detected and dispelled as such. The size of a lambent flame determines its effective caster level and the power of its magical aura, as shown on the following chart.

Wizards who investigate lambent flame use *detect magic* to locate and mark newly formed fields. A field that lasts for more than a few days becomes a popular destination for nonnative visitors and sometimes an equally popular hunting ground for natives. As there is yet no way to determine the duration of a lambent flame, those who know of them do not rely too heavily on their sanctuary.

Lambent Flame Size	Caster Level	Aura Power
Less than 30 ft.-radius	2nd	Faint evocation
31–90 ft.-radius	4th	Faint evocation
91–300 ft.-radius	8th	Moderate evocation
301–900 ft.-radius	12th	Strong evocation
901–3,000 ft.-radius	16th	Strong evocation
3,001–9,000 ft.-radius	20th	Strong evocation
9,001 ft. + radius	30th	Overwhelming evocation

Elemental Plane of Water

An endless ocean of infinite depth, the Elemental Plane of Water is more hospitable than its earth or fire counterparts, but only to those fortunate enough to be able to breathe water. Nonnatives frequently travel to the plane, using water-breathing magic in order to survive and thrive in the lightless depths and upon the small chunks of solid ground bobbing within.

Amber Barnacles

This small, thin-shelled, golden barnacle grows on almost anything, including ice and coral. An individual barnacle can measure up to a foot in diameter, but amber barnacles appear in beds of 2d10 creatures. Amber barnacles are sensitive to physical contact, and even the slightest touch sets off a barnacle's defense mechanism: a powerful jolt of electricity. This jolt deals 1d8 points of electricity damage to all within a 5-foot radius.

Brine Coral

Brine coral is rust-colored coral with high amounts of sulfur and salt. Found floating in small pieces of less than 1 foot in diameter, brine coral constantly releases a highly acidic solution into the water. This solution spreads, making the water around a brine coral caustic and nonpotable.

The following chart shows the brine coral's effects on its surroundings based on the distance from it. The listed damage is dealt each round a creature is within the range. A creature that succeeds at a DC 20 Fortitude save takes half damage.

Distance from Brine Coral	Damage (Acid)
>5 ft.	5d6
5–10 ft.	4d6
11–20 ft.	3d6
21–30 ft.	2d6
31–40 ft.	1d6
41–50 ft.	—

Chromatic Shells

These tiny translucent shells have toothlike serrated edges and float along with the myriad currents of the plane. The shells frequently change colors, sometimes seemingly at random and sometimes in response to a local disturbance. Chromatic shells change with the emotions of creatures nearest them. These shells never have living creatures within them. Sages speculate that the mollusks producing these strange shells live on the Astral Plane until death, at which time their shells materialize within the Elemental Plane of Water.

Beautiful and popular, a single chromatic shell can fetch 250 gp.

Entangle Weed

An almost invisible seaweed that bobs through the water, entangle weed traps victims like a giant net. A creature passing within 10 feet

Inferno Star Effects

Distance from Surface	Heat Equivalent	Special Effects
–1 or more miles (inside)	Extreme heat	DC 30 Fort save each round or be destroyed
0 ft. (surface)	Extreme heat	DC 15 Fort save each round or be destroyed
>1 mile	Severe heat	DC 20 Fort save each round or be permanently blinded
1–10 miles	Severe heat	DC 15 Fort save each round or be permanently blinded
11–100 miles	Severe heat	DC 15 Fort save each round or be blinded 1d6 hours

Elemental Plane of Water Features and Hazards

Whenever a feature or hazard is called for, roll on the following chart.

d%	Feature	Avg EL
01–04	Airless Water[1]	—
05–10	Airy Water[1]	—
11–20	Amber Barnicle	7
21–30	Brine Coral	6
31	Chromatic Shells (1d3)	—
32–60	Currents[2]	Varies
61–70	Entangle Weed	14
71–74	Fluidstone (1d6–1 lb.)	—
75–79	Grease Slime	—
80–94	Liquid Air	—
95–96	Platinum Pearls (1d2)	—
97–99	Shiver Sludge	7
00	Thin Water	—

1 See page 13 of *Stormwrack*. If you do not have this supplement, treat this result as liquid air.
2 See page 10 of *Stormwrack*. If you do not have this supplement, treat this result as no encounter.

of entangle weed can make a DC 22 Spot check to see the seaweed. If the creature fails this check and moves into a square occupied by the entangle weed it must then make a DC 20 Reflex save to avoid becoming entrapped in the strands. If caught, a creature may attempt a Strength check each round to escape (DC 15 + 1 per failed Strength check). For every failed Strength check a creature makes, it takes 1d6 points of nonlethal damage. After it takes 30 points of nonlethal damage in this way, the creature automatically becomes fatigued. After it takes 60 points of nonlethal damage in this way, the creature automatically becomes exhausted.

A patch of entangle weed usually stretches about 600 feet in diameter and grows an additional 1d4x10 feet per day. Many communities fight endlessly to prevent entangle weed patches from spreading into their areas. A patch of entangle weed has hardness 0 and 10 hit points per 5-foot square.

Fluidstone

Taking on the appearance of a dark blue glass when heated, in its natural state fluidstone consists of a black, oily tar that feels slimy to the touch. Heating it to boiling hardens fluidstone, and right before it completely solidifies it can be shaped like clay. In light, solid fluidstone appears to contain liquid inside.

A sculptor can work fluidstone with ease, gaining a +2 bonus on any Craft (sculpting) check made to form nearly hardened fluidstone. Some aquatic humanoids make fluidstone into armor. Treat this as steel armor that grants a +2 bonus on Swim checks, thanks to its natural buoyancy. Solid fluidstone taken from water immediately evaporates and is destroyed.

Fluidstone appears in 1–5 pound globs. To determine the price of a fluidstone item, use the original weight but add 8 gp per pound to the price of a masterwork version of that item. Solid fluidstone looks like glass but has hardness 10 and 5 hit points per inch of thickness.

Liquid Air

This rare liquid appears as massive spherical pockets of sparkling water, almost like air bubbles. It is a liquid, though, with the same specific gravity as water. An air-breathing creature within an area of liquid air can breathe normally. Creatures that breathe water cannot breathe inside a pocket of liquid air. If removed from water, liquid air immediately evaporates. Nonnative creatures frequently set up trading posts in areas of liquid air, and groups of nonwater-breathing creatures sometimes battle over particularly large areas of liquid air.

Unfortunately, bubbles of liquid air are not stable. Occasionally, they simply dissipate, disappearing as quickly as they appeared.

Although a natural part of the plane, a liquid air bubble is a magical effect and can be detected and dispelled as such. The size of an area of liquid air determines its effective caster level and the power of its magical aura, as shown on chart on the following page.

Wizards who investigate liquid air use *detect magic* to locate

Liquid Air Size	Caster Level	Aura Power
Less than 10 ft.-radius	1st	Faint conjuration
11–50 ft.-radius	2nd	Faint conjuration
51–100 ft.-radius	4th	Faint conjuration
101–500 ft.-radius	7th	Moderate conjuration
501–1,000 ft.-radius	11th	Moderate conjuration
1,001–2,000 ft.-radius	16th	Strong conjuration
2,001+ ft. radius	22nd	Overwhelming conjuration

and mark newly formed pockets. A pocket that lasts for more than a few days becomes a popular destination for nonnative visitors and sometimes an equally popular hunting ground for natives. As of yet there is no way to determine the duration of a liquid air pocket, and those who know of them keep *potions of water breathing* at the ready.

Platinum Pearls

The rarest of pearls, found only on the Elemental Plane of Water, have a silver-white color and measure 2–3 inches across. Platinum pearls are immune to electricity and can absorb up to 10 points of electricity damage per inch of diameter. A creature holding a platinum pearl who is struck by electricity damage has the first points of electricity damage absorbed by the platinum pearl. A platinum pearl crumbles to useless dust after being used once in this way.

A platinum pearl is worth 100 gp per inch. They have hardness 1 and 1 hit point per inch of diameter and degrade at the rate of 1 inch per week if removed from the Elemental Plane of Water.

Shiver Sludge

This mass of barely perceptible crystalline-coated gray slime floats through the water in spheres roughly 500 feet in diameter. It can detect heat sources (such as the warm bodies of exothermic creatures) within 1 mile and is automatically drawn toward such sources at a Swim speed of 20 feet. Shiver sludge is immune to both fire and cold.

A creature passing within 10 feet of shiver sludge can make a DC 16 Spot check to see the slime sphere.

A creature engulfed in shiver sludge takes 1d2 points of Strength damage and its swim speed is reduced by 5 feet (to a minimum of 0 feet) for every round it remains within the shiver sludge. Succeeding at a DC 16 Fortitude save reduces the Strength damage taken by 1 point and eliminates the loss of swim speed. When reduced to 0 Strength and a swim speed of 0, a creature becomes frozen in ice.

Thin Water

Thin water appears in large amoebic-shaped bubbles roughly 500 feet in diameter. A bubble of thin water is composed of crystal-clear water. Creatures moving through an area of thin water can move at double the normal speed. A creature with a swim speed can move twice its normal swim speed, while a creature without a swim speed can move at half its base land speed (which is double what it can move in areas of normal water). An area of thin water forms over time, usually near a vortex connected to the Positive Energy Plane, and slowly dissipates after a few years.

paraelemental paragons

Ice, Magma, Ooze, and Smoke

by Eric Jansing • illustrated by Andrew Hou

Where fire meets earth, fountains of magma are born. Air and fire combine to fill the skies with poisonous smoke. Mountains of ice loom on the borders between air and water. Vast pools of ooze suck down those caught between earth and water. These are the homes of the paraelementals.

A single creature drawn from the merging of two primal elemental forces, paraelementals dwell on the boundaries of the Inner Planes, where features of both neighboring planes hold sway. Because they are composed of two primal forces of nature, paraelementals are unpredictable and dangerous.

The *Manual of the Planes* first presented the four types of paraelemental creatures: ice, magma, ooze, and smoke. The 3.5 Conversion Guide gives some basic information to update these paraelementals. This guide can be found at **wizards.com/dnd** under downloads.

This article presents more paraelmentals to use in your game, including the mighty monoliths of each kind and a paraelement creature template that can populate the borders between the elemental planes.

Paraelemental Monoliths

Complete Arcane introduced a more powerful form of elemental—the monolith. These beings are great rulers and princes among their kind and are far more mighty than even elder elementals. Only the primal elementals (see *Epic Level Handbook*) and archomentals (see page 28) are more powerful.

Like their lesser kin, paraelemental monoliths are a synthesis of two elemental forces within a single elemental creature. They are so powerful that only the mightiest of summoning spells can draw them to the Material Plane and compel their service, and even then the caster dare not take his attention from the monolith's control for even a moment.

Ice Monolith

This towering creature seems to be a translucent statue of ice, covered head to toe in sharpened icicles. The glint of reflected light gives the appearance of capricious, winking eyes.

ICE MONOLITH **CR 17**

Usually N Gargantuan elemental (air, cold, extraplanar)

Init +9; **Senses** darkvision 60 ft.; Listen +43, Spot +43
Languages Aquan, Auran

AC 35, touch 15, flat-footed 26; Dodge, Mobility, Spring Attack (–4 size, +9 Dex, +20 natural)
hp 378 (35 HD); **DR** 15/—
Immune cold, critical hits, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning
Fort +18, **Ref** +29, **Will** +16
Weakness vulnerability to fire

Speed 60 ft. (12 squares)
Melee 2 icicles +35 (6d6+11/19–20 plus 4d6 cold)
Space 20 ft.; **Reach** 20 ft.
Base Atk +27; **Grp** +50
Atk Options Cleave, Combat Reflexes, Great Cleave, Power Attack, Spring Attack
Special Action chill metal

Abilities Str 32, Dex 29, Con 22, Int 12, Wis 15, Cha 17
SQ elemental traits, ice walking
Feats Ability Focus (chill metal), Alertness, Blind-Fight, Cleave, Combat Reflexes[B], Dodge, Great Cleave, Improved Critical (icicle), Improved Natural Attack (icicle), Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse, Weapon Focus (icicle)
Skills Balance +11, Diplomacy +5, Intimidate +16, Jump +25, Listen +43, Sense Motive +15, Spot +43, Tumble +22
Advancement 37–54 HD (Gargantuan)

Chill Metal (Su) As a standard action, an ice monolith can lower the air temperature around it drastically. All creatures and objects within a 60-foot radius are affected by *chill metal* (as the spell, Will DC 31 negates). As with the spell, it takes 3 rounds for affected metal to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect or the metal leaves the area. The metal returns to its starting temperature 2 rounds later, just as with the spell. The save DC is Charisma-based.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the ice monolith climbs must be icy. It is always in effect.

Magma Monolith

This creature looks like a gigantic humanoid figure composed entirely of lava. Colored like rock across the chest, arms, and legs, where the lava has cooled somewhat, the hands and feet are still fiery red. Two glowing embers smolder where eyes should be, and a massive furnace serves as its mouth.

MAGMA MONOLITH **CR 17**
Usually N Gargantuan elemental (earth, extraplanar, fire)
Init –2; **Senses** darkvision 60 ft.; Listen +43, Spot +43
Languages Ignan, Terran

AC 24, touch 4, flat-footed 24 (–4 size, –2 Dex, +20 natural)
hp 414 (36 HD); **DR** 15/—
Immune critical hits, fire, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning
Fort +27, **Ref** +10, **Will** +16
Weakness vulnerability to cold

Speed 30 ft. (6 squares)
Melee 2 slams +40 (6d8+16/19–20 plus 3d6 fire)
Space 20 ft.; **Reach** 20 ft.
Base Atk +27; **Grp** +55
Atk Options Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack
Special Atk chill metal

Abilities Str 43, Dex 6, Con 24, Int 12, Wis 15, Cha 17
SQ elemental traits
Feats Alertness, Awesome Blow, Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)
Skills Diplomacy +5, Intimidate +16, Jump +29, Listen +43, Sense Motive +15, Spot +43
Advancement 37–54 HD (Gargantuan)

Burn (Ex) A magma monolith's slam attack deals bludgeoning damage plus fire damage due to the creature's flaming body. Anyone hit by a magma monolith's slam attack must succeed on a DC 34 Reflex save or catch on fire. The flame burns for 1d4 rounds, dealing 3d6 points of fire damage each round. Unless it is still in contact with the magma monolith, a burning creature can take a move action to put out the flames. The save DC is Constitution-based.

Creatures hitting a magma monolith with natural weapons or unarmed attacks take 3d6 points of fire damage and also catch on fire unless they succeed on a DC 34 Reflex save.

Ooze Monolith

A house-sized pool of muck flows forward, slowly forming a torso, head, and arms. It is brown, except for gaping black indentations where eyes and a mouth would be.

OOZE MONOLITH **CR 17**
N Gargantuan elemental (earth, extraplanar, water)
Init +6; **Senses** darkvision 60 ft.; Listen +41, Spot +41
Languages Aquan, Terran

AC 27, touch 12, flat-footed 21; Dodge (–4 size, +6 Dex, +15 natural)
hp 414 (36 HD); **DR** 15/—
Immune critical hits, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning
Fort +27, **Ref** +20, **Will** +16

Speed 20 ft. (6 squares), swim 50 ft.
Melee 2 slams +37 (6d8+14/19–20 plus 4d6 acid)
Space 20 ft.; **Reach** 20 ft.
Base Atk +27; **Grp** +53
Atk Options Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack, acid

Abilities Str 38, Dex 22, Con 25, Int 12, Wis 15, Cha 17
SQ elemental traits
Feats Awesome Blow, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Skills Diplomacy +5, Intimidate +16, Jump +27, Listen +41, Sense Motive +15, Spot +41, Swim +22
Advancement 37–54 HD (Gargantuan)

Acid (Ex): An ooze monolith secretes a digestive acid that dissolves organic material and metal quickly but does not affect stone. Any melee hit deals acid damage, and the armor and clothing of an opponent dissolve and become useless immediately unless the opponent succeeds on DC 35 Reflex saves. A metal or wooden weapon that strikes an ooze monolith also dissolves immediately unless its wielder succeeds on a DC 35 Reflex save. The save DCs are Constitution-based. The ooze monolith's acidic touch deals 35 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.
Skills: An ooze monolith has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Smoke Monolith

An enormous pillar of thick, black smoke approaches. Red-hot cinders serve as eyes, while two massive arms with tenebrous, sickle-shaped claws sweep about menacingly.

SMOKE MONOLITH **CR 17**
N Gargantuan elemental (air, fire, extraplanar)
Init +15; **Senses** darkvision 60 ft.; Listen +43, Spot +43
Languages Auran, Ignan

AC 31, touch 17, flat-footed 20; Dodge, Mobility (–4 size, +11 Dex, +14 natural)
hp 378 (36 HD); **DR** 15/—
Immune critical hits, fire, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning
Fort +18, **Ref** +31, **Will** +17
Weakness vulnerability to cold

Speed fly 90 ft. (good)
Melee 2 claws +34 (3d6+11/19–20)
Space 20 ft.; **Reach** 20 ft.
Base Atk +27; **Grp** +50
Atk Options Cleave, Flyby Attack, Great Cleave, Power Attack, Spring Attack
Special Actions smoke claws

Abilities Str 32, Dex 33, Con 22, Int 12, Wis 15, Cha 17
SQ elemental traits
Feats Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge[B], Flyby Attack, Great Cleave, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse[B]
Skills Balance +13, Diplomacy +5, Intimidate +16, Jump +37, Listen +43, Sense Motive +15, Spot +43, Tumble +24
Advancement 37–54 HD (Gargantuan)

Smoke Claws (Ex) A smoke paraelemental can engulf opponents by moving on top of them. It fills the air around one opponent smaller than itself without provoking an attack of opportunity. The target must succeed on a DC 34 Fortitude save or inhale part of the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 6d6 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

Paralementals Traits

Brooding on the borders of the elemental planes, monoliths are a force to be reckoned with. Monoliths are normally only encountered away from their home planes when summoned by powerful spellcasters.

Strategies and Tactics

Monoliths fight much like their lesser cousins, using their tremendous physical attacks to brutalize foes that dare to challenge them. Monoliths typically attempt to grapple dangerous enemies, causing them harm while neutralizing their attacks.

Sample Encounters

Except for when summoned, paraelemental monoliths are rarely encountered alone. Instead, they are usually surrounded by a group of

lesser paraelementals and element creatures matching their type.

Monolith Court (EL 18): While traveling on the border between elemental planes, the PCs stumble into a small delve where a paraelemental monolith is holding court with four elder paraelementals of the same type. Enraged at the interruption, the monolith demands to know the characters' reason for intruding upon its domain.

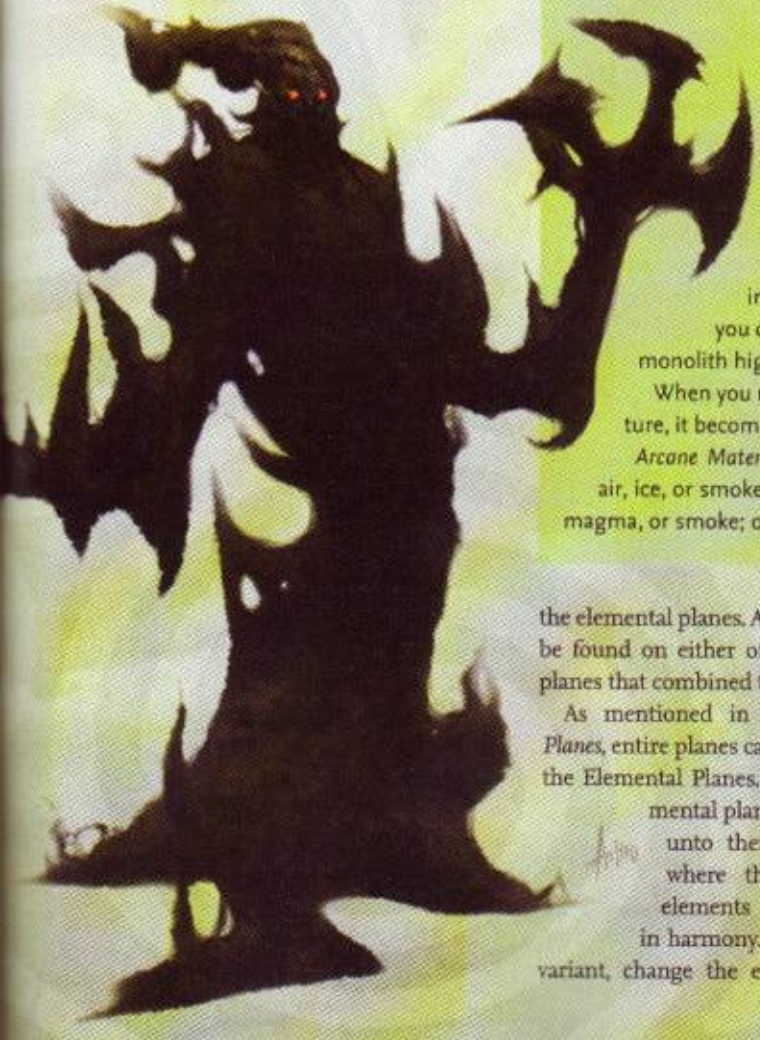
Ecology

Paraelemental monoliths are immortal beings and do not reproduce. They are instead formed of the tension between the elemental planes and are a manifestations of that struggle. When one monolith is slain there is a period of instability until another forms.

Environment: Paraelemental monoliths dwell on the boundaries between the elemental planes. As such, they can be found on either of the elemental planes that combined to create them.

As mentioned in *Manual of the Planes*, entire planes can exist between the Elemental Planes. These paraelemental planes are domains unto themselves, places where their composite elements are combined in harmony. If you use this variant, change the environment of the paraelementals to a single Paraelemental Plane rather than two Elemental Planes. For example, an ice monolith would have an environment entry of "Paraelemental Plane of Ice" rather than "Elemental Plane of Air and Elemental Plane of Water."

Typical Physical Characteristics: Paraelemental monoliths generally stand 40 feet tall, but their weight can vary widly. Smoke monoliths weigh no more than 100 pounds, while ooze



Paraelementals in Your Game

Paraelementals should be treated as elementals of the same size and subtypes for the purpose of spells, feats, items, and effects. Thus, a paraelemental can be summoned with *summon monster* or *summon nature's ally* spells at the same levels of an equivalent elemental. For example, a greater smoke paraelemental can be summoned using a *summon monster VIII* or *summon nature's ally VII* spell, just like a greater fire elemental could. A Small ooze paraelemental could be selected as a familiar by a 5th-level arcane spellcaster with the Improved Familiar feat. A cleric with the Water domain can use his *elemental swarm* domain spell to summon ooze paraelementals instead of water elementals. A *ring of elemental command (air)* could be used to command an ice or smoke paraelemental. Paraelemental monoliths can be summoned using the *summon elemental monolith* spell, originally appearing in *Complete Arcane*.

Summon Elemental Monolith

Conjuration (Summoning) [see text]
Level: Clr 9, Drd 9, Sor/Wiz 9, Wu Jen 9
Components: V, S, M/DF
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: One summoned elemental monolith
Duration: Concentration, up to 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You conjure a tremendously powerful creature known as an elemental monolith. It appears at the spot you designate and acts immediately on your turn, attacking your opponents to the best of its ability. If you speak the elemental monolith's language and are close enough to communicate with it, you can direct it to not attack, to attack particular enemies, or to perform other actions. The monolith can't be summoned into an environment hostile to it in any way (for example, you couldn't summon a fire monolith underwater or an earth monolith high in mid-air).

When you use a summoning spell to summon a paraelmental creature, it becomes a spell of that creature's component types.

Arcane Material Component: A gem worth 100 gp—aquamarine for air, ice, or smoke; tourmaline for earth, magma, or ooze; garnet for fire, magma, or smoke; or pearl for ice, ooze, or water.

and ice monoliths weigh about 50 tons. Magma monoliths are the heaviest, weighing close to 75 tons.

Alignment: As elemental creatures, monoliths are usually neutral.

Typical Treasure

Paraelemental monoliths have no use for magic items and are rarely found with any treasure of their own. Their lairs are sometimes littered with the gear of those foolish enough to attack them.

Paraelement Creatures

Along with the paraelementals, the *Manual of the Planes* introduced several templates to create creatures made entirely of the material of their native Elemental Plane. The regions where these planes meet are home to creatures composed of both elements of the planes they border. Just as synthesis of two elemental forces gives rise to paraelementals, it also gives rise to beings whose forms resemble those of creatures found on the Material Plane.

Ice Element Creature

Ice element creatures dwell in the more frigid regions of the Elemental Planes of Air and Water. They appear as roughly-hewn, translucent statues of ice in the same general form as similar Material Plane beings.

Sample Ice Element Creature

This example uses a giant squid as the base creature.

What appears to be a roughly-hewn, translucent statue of a massive squid begins to move. Its eyes sparkle with a glint of light.

ICE ELEMENT GIANT SQUID CR 11

N Huge elemental (air, aquatic, cold, extraplanar, water)

Init +5; **Senses** darkvision 60 ft.; Listen +10, Spot +11

AC 19, touch 13, flat-footed 14 (–2 size, +5 Dex, +6 natural)

hp 72 (12 HD); **DR** 10/magic

Immune cold, critical hits, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning

Fort +9, **Ref** +13, **Will** +5

Weakness vulnerability to fire

Speed swim 80 ft. (16 squares)

Melee 10 tentacles +15 (1d6+8 plus 2d6 cold) and bite +10 (2d8+4 plus 2d6 cold)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacle)

Base Atk +9; **Grp** +29

Atk Options chill, constrict (1d6+8 plus 2d6 cold), improved grab

Special Actions ink cloud

Abilities Str 26, Dex 21, Con 13, Int 1, Wis 12, Cha 2

SQ elemental traits, jet

Feats Alertness, Diehard, Endurance, Toughness (2)

Skills Listen +10, Spot +11, Swim +16

Advancement 13–18 HD (Huge); 19–36 (Gargantuan)

Chill (Ex) An ice element giant squid deals an additional 2d6 points of cold damage with its natural weapons.

Constrict (Ex) An ice element giant squid deals 1d6+8 points of damage plus 2d6 points of cold damage with a successful grapple check.

Improved Grab (Ex) To use this ability, an ice element giant squid must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. An ice element giant squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex) A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex) An ice element giant squid can jet backward once per round, as a full-round action, at a speed of 320 feet. It must move in a straight line, but it does not provoke attacks of opportunity while jetting.

Skills An ice element giant squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted

or endangered. It can use the run action while swimming, provided it swims in a straight line.

These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet.

Strategies and Tactics

Ice element giant squids are direct opponents, using their deadly tentacles to lash creatures before grabbing one to squeeze using its constrict ability. If seriously threatened, an ice element giant squid uses its ink cloud and jet abilities to escape.

An opponent can attack an ice element giant squid's tentacles with a sunder attempt as if they were weapons. An ice element giant squid's tentacles have 10 hit points each. If an ice element giant squid is currently grappling a target with the tentacle being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of an ice element giant squid's tentacles deals 5 points of damage to the creature. An ice element giant squid usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days.

Ice Element Creatures

Hit Dice	Damage Reduction	Additional Cold Damage
1–3	—	—
4–7	—	1d4
8–11	5/magic	1d6
12+	10/magic	2d6

Creating An Ice Element Creature

"Ice element" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin (referred to hereafter as the base creature).

An ice element creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points.

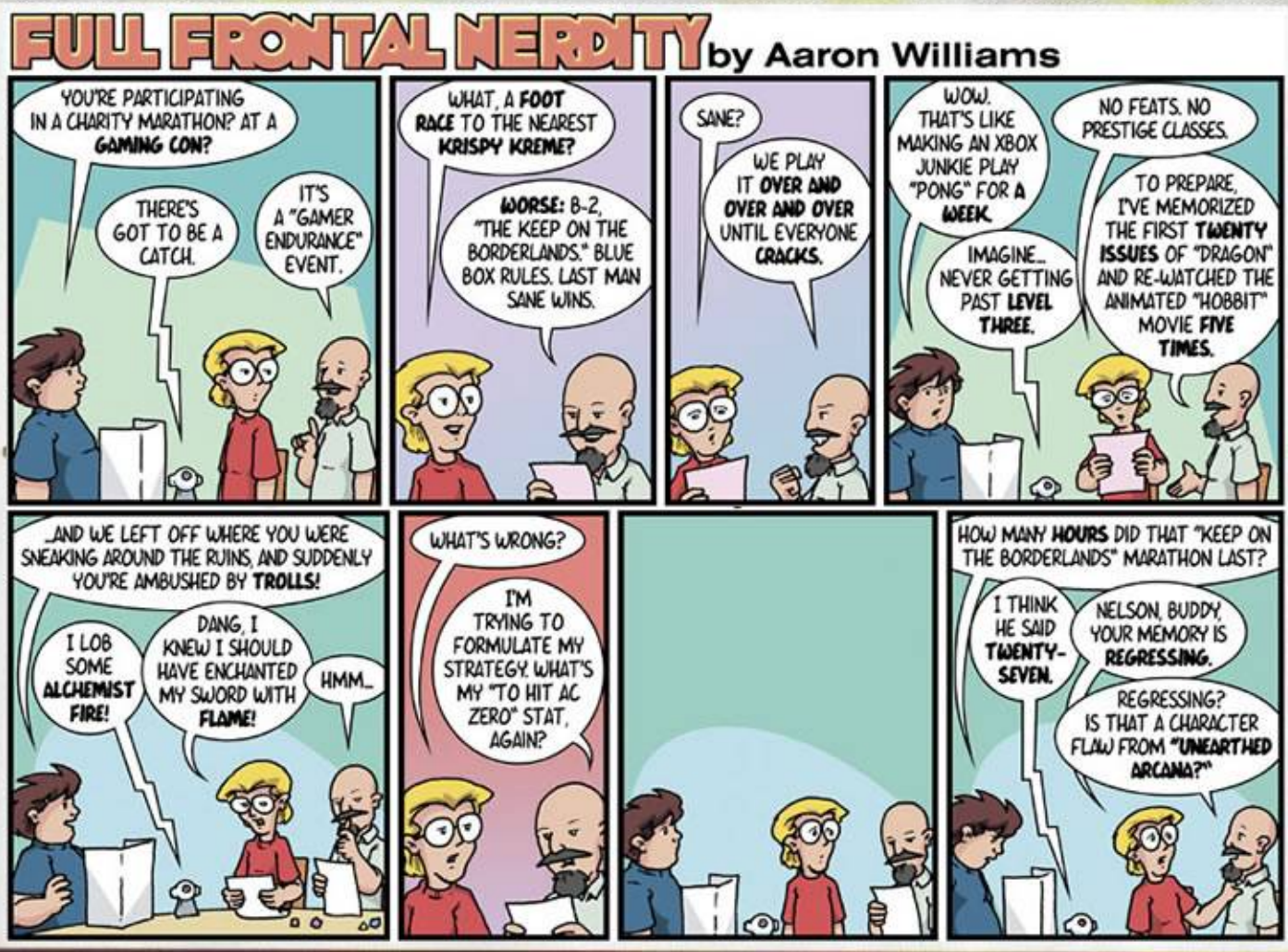
Size and Type: The creature's type changes to elemental, and it gains the air, cold, and water subtypes. Size is unchanged. Ice element creatures encountered on the Material Plane have the extraplanar subtype.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Usually neutral.

Attack Options: An ice element creature retains all the attack options of the base creature and also gains the following option.

Chill (Ex): In addition to the damage from their attacks, ice element


FULL FRONTAL NERDITY by Aaron Williams
YOU'RE PARTICIPATING IN A CHARITY MARATHON? AT A GAMING CON?
THERE'S GOT TO BE A CATCH.
IT'S A "GAMER ENDURANCE" EVENT.
WHAT, A FOOT RACE TO THE NEAREST KRISPY KREME?
WORSE: B-2, "THE KEEP ON THE BORDERLANDS." BLUE BOX RULES. LAST MAN SANE WINS.
SANE?
WE PLAY IT OVER AND OVER AND OVER UNTIL EVERYONE CRACKS.
WOW. THAT'S LIKE MAKING AN XBOX JUNKIE PLAY "PONG" FOR A WEEK.
NO FEATS. NO PRESTIGE CLASSES.
IMAGINE... NEVER GETTING PAST LEVEL THREE.
TO PREPARE, I'VE MEMORIZED THE FIRST TWENTY ISSUES OF "DRAGON" AND RE-WATCHED THE ANIMATED "HOBBIT" MOVIE FIVE TIMES.
...AND WE LEFT OFF WHERE YOU WERE SNEAKING AROUND THE RUINS, AND SUDDENLY YOU'RE AMBUSHED BY TROLLS!
I LOB SOME ALCHEMIST FIRE!
DANG, I KNEW I SHOULD HAVE ENCHANTED MY SWORD WITH FLAME!
HMM...
WHAT'S WRONG?
I'M TRYING TO FORMULATE MY STRATEGY. WHAT'S MY "TO HIT AC ZERO" STAT, AGAIN?
HOW MANY HOURS DID THAT "KEEP ON THE BORDERLANDS" MARATHON LAST?
I THINK HE SAID TWENTY-SEVEN.
NELSON, BUDDY, YOUR MEMORY IS REGRESSING.
REGRESSING? IS THAT A CHARACTER FLAW FROM "UNEARTHED ARCANA?"

Ice Element vs. Cold Element

A cold element creature was included among the element creatures presented in the *Manual of the Planes*. At first glance, an ice element creature might seem redundant. However, the cold element creature is better suited to the optional Elemental Plane of Cold, whereas an ice element creature is closer to the spirit of the ice paraelementals it is meant to emulate. Both types of creatures can be used, however, to create a wider variety of creatures to inhabit the frigid regions of the Elemental Planes.

creatures deal additional cold damage with their natural weapons (including bite, claw, slam, or tail attack). The amount of damage depends on the HD total of the creature (see the Ice Element Creature table).

Abilities: Increase from the base creature as follows: Dex +4.

Special Qualities: An ice element creature retains all the special qualities of the base creature and also gains the following qualities:

Darkvision out to 60 feet.

Damage Reduction (Ex): An ice element creature's body is resistant to harm, giving it damage reduction. Consult the Ice Element Creature table for the amount of damage reduction. If the base creature already has damage reduction, use the better value.

If an ice element creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Skills: Same as the base creature. If the ice element creature has an Intelligence score of 4 or greater, it speaks Aquan and Auran.

Environment: Elemental Plane of Air and Elemental Plane of Water.

Level Adjustment: Same as the base creature +4.

Magma Element Creature

Magma element creatures dwell near volcanoes on the Elemental Planes of Earth and Fire. They have the same general form as Material Plane beings but are composed entirely of lava, hardened into rock in some places while still fiery and molten at joints and other spots. Burning coals sit where eyes should be, and the mouth is a furnace of flame.

Sample Magma Element Creature

This example uses a rhinoceros as the base creature.

This creature appears to be a rhinoceros, except that it is formed entirely of lava. Its body and legs are rock-colored, where the lava appears to have cooled somewhat. Its feet and horn, however, are still fiery red. Two glowing embers serve as eyes, and its mouth is a gaping maw of fire.

MAGMA ELEMENT RHINOCEROS **CR 6**

N Large elemental (earth, extraplanar, fire)
Init –1; **Senses** darkvision 60 ft., low-light vision; Listen +14, Spot +3

AC 18, touch 8, flat-footed 18 (–1 size, –1 Dex, +10 natural)
hp 76 (8 HD); **DR** 5/magic
Immune critical hits, fire, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning
Fort +11, **Ref** +5, **Will** +3
Weakness vulnerability to cold

Speed 30 ft. (6 squares)
Melee gore +14 (2d6+13 plus 1d6 fire)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +19
Atk Options heat
Special Actions powerful charge

Abilities Str 28, Dex 8, Con 21, Int 2, Wis 13, Cha 2
SQ elemental traits
Feats Alertness, Endurance, Improved Natural Attack (gore)
Skills Listen +14, Spot +3
Advancement 9–12 HD (Large); 13–24 (Huge)

Heat (Ex) A magma element rhinoceros deals an additional 1d6 points of fire damage with its natural weapons.

Powerful Charge (Ex) In addition to the normal benefits and hazards of a charge, this ability allows a magma element rhinoceros to make a single gore attack with a +2 attack bonus that deals 4d6+26 points of damage plus 1d6 points of fire damage.

Magma Element Creature		
Hit Dice	Damage Reduction	Additional Fire Damage
1–3	—	—
4–7	—	1d4
8–11	5/magic	1d6
12+	10/magic	2d6

A magma element rhinoceros is 8 feet long, 4 feet high at the shoulder, and weighs up to 6,000 pounds.

Strategies and Tactics

When it is harassed or annoyed, a magma element rhinoceros lowers its head and charges.

A magma element rhinoceros's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

Creating A Magma Element Creature

"Magma element" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin (referred to hereafter as the base creature).

A magma element creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points.

Size and Type: The creature's type changes to elemental, and it gains the earth and fire subtypes. Size is unchanged. Magma element creatures encountered on the Material Plane have the extraplanar subtype.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Usually neutral.

Armor Class: Natural armor improves by +3.

Attack Options: A magma element creature retains all the attack options of the base creature and also gains the following option.

Heat (Ex): In addition to the damage from their attacks, magma element creatures deal additional fire damage with their natural weapons (including bite, claw, slam, or tail attack). The amount of damage depends on the HD total of the creature (see the Magma Element Creature table).

Abilities: A fire element creature's ability scores are modified as follows: Str +2, Dex –2.

Special Qualities: A magma element creature retains all the special qualities of the base creature and also gains the following qualities:

Darkvision out to 60 feet.

Damage Reduction (Ex): A magma element creature's body is resistant to harm, giving it damage reduction. Consult the Magma Element Creature table for the amount of damage reduction. If the base creature already has damage reduction, use the better value.

If a magma element creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Skills: Same as the base creature. If the magma element creature has an Intelligence score of 4 or greater, it speaks Ignan and Terran.

Environment: Elemental Plane of Earth and Elemental Plane of Fire.

Level Adjustment: Same as the base creature +5.

Ooze Element Creature

Ooze element creatures slither and crawl through the Elemental Planes of Earth and Water. They appear as a dark brown mass of muck in the same general form as similar Material Plane beings, with gaping black pits where eyes and mouth would be.

Sample Ooze Element Creature

This example uses a behir as the base creature.

At first, the creature appears as a huge snake made of dark brown muck, slithering across the ground at great speed. Then, without slowing, it unfolds a dozen legs from its serpentine body and runs forward to strike. Pits of darkness gape where its eyes and mouth should be.

OOZE ELEMENT BEHIR **CR 10**

N Huge elemental (earth, extraplanar, water)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +4, Spot +4

Languages Aquan, Common, Terran

AC 20, touch 9, flat-footed 19

(–2 size, +1 Dex, +11 natural)
hp 94 (9 HD); **DR** 5/magic
Immune critical hits, electricity, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning
Fort +11, **Ref** +7, **Will** +5

Speed 40 ft. (8 squares), climb 15 ft., swim 50 ft.
Melee bite +15 (2d4+12 plus 1d6 acid)
Space 15 ft.; **Reach** 10 ft.
Base Atk +6; **Grp** +19
Atk Options Cleave, Power Attack, acid, constrict (2d8+8 plus 1d6 acid), improved grab, rake (1d4+4 plus 1d6 acid), swallow whole
Special Actions breath weapon

Abilities Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12
SQ can't be tripped, elemental traits
Feats Alertness, Cleave, Power Attack, Track
Skills Climb +16, Hide +5, Jump +12, Listen +4, Spot +4, Survival +2, Swim +16
Advancement 10–13 HD (Huge); 14–27 (Gargantuan)

Acid (Ex) An ooze element behir secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless the opponent succeed on DC 19 Reflex saves. A metal or wooden weapon that strikes an ooze element behir also dissolves immediately unless it succeeds on a DC 19 Reflex save. The save DCs are Constitution-based.

The ooze element behir's acidic touch deals 19 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Breath Weapon (Su) 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.

Constrict (Ex) An ooze element behir deals 2d8+8 points of damage plus 1d6 points of acid damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex) To use this ability, an ooze element behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex) Six claws, attack bonus +15 melee, damage 1d4+4 plus 1d6 acid.

Swallow Whole (Ex) An ooze element behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check. A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. An ooze element behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills An ooze element has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

An ooze element behir is about 40 feet long and weighs about 4,000 pounds.

Strategies and Tactics

An ooze element behir usually bites and grabs its prey first, then either swallows or constricts the opponent, while dissolving the victim with its acidic muck. It can employ its claws only against foes caught in its coils. If beset by a large number of foes, it uses its breath weapon.

An ooze element behir's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

Creating An Ooze Element Creature

"Ooze element" is an inherited template that can be added to any corporeal animal, aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin (referred to hereafter as the base creature).

An ooze element creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points.

Size and Type: The creature's type changes to elemental, and it gains the earth and water subtypes. Size is unchanged. Ooze element creatures encountered on the Material Plane have the extraplanar subtype.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Usually neutral.

Speed: An ooze element creature gains a swim speed of 50 feet.

Attack Options: An ooze element creature retains all the attack options of the base creature and also gains the following option.

Acid (Ex): An ooze element creature secretes a digestive acid that dissolves organic material and metal quickly but does not affect stone. Any melee hit deals acid damage, the armor and clothing of an opponent dissolve and become useless immediately unless the opponent succeeds on Reflex saves. The amount of damage depends on the HD total of the creature (see Ooze Element Creature table). A metal or wooden weapon that strikes an ooze element creature also dissolves immediately unless

Ooze Element Creature		
Hit Dice	Damage Reduction	Additional Acid Damage
1–3	—	—
4–7	—	1d4
8–11	5/magic	1d6
12+	10/magic	2d6

it succeeds on a Reflex save. The save DC is equal to 10 + 1/2 ooze element creature's HD + ooze element creature's Constitution modifier.

The ooze element creature's acidic touch deals damage each round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage. The amount of damage is equal to 10 + 1/2 ooze element creature's HD + ooze element creature's Con modifier per full round of contact.

Special Qualities: An ooze element creature retains all the special qualities of the base creature and also gains the following qualities:

Darkvision out to 60 feet.

Damage Reduction (Ex): An ooze element creature's body is resistant to harm, giving it damage reduction. Consult the Ooze Element Creature table for the amount of damage reduction. If the base creature already has damage reduction, use the better value.

If an ooze element creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Skills: Same as the base creature. If the ooze element creature has an Intelligence score of 4 or greater, it speaks Aquan or Terran. Since it has a swim speed, an ooze element creature has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Environment: Elemental Plane of Earth and Elemental Plane of Water.

Level Adjustment: Same as the base creature +4.

Smoke Element Creature

Smoke element creatures dwell on the Elemental Planes of Air and Fire. They have the same general form as Material Plane beings but are composed entirely of thick, black smoke with red-hot cinders for eyes and tendrils of smoke that end in wicked claws in place of arms.

Sample Smoke Element Creature

This example uses a dragonne as the base creature.

Looking like it is part giant lion and part dragon, the creature seems to be composed entirely of thick, black smoke. A pair of vaporous wings sprouts from its shoulders, and its forearms end in tenebrous, sickle-shaped claws. Smoldering cinders burn under its brow, forming eyes.

SMOKE ELEMENT DRAGONNE **CR 9**

N Large elemental (air, extraplanar, fire)
Init +9; **Senses** darkvision 60 ft., low-light vision, scent; Listen +11, Spot +11
Languages Auran, Draconic, Ignan

AC 21, touch 14, flat-footed 16
(–1 size, +5 Dex, +7 natural)
hp 76 (9 HD); **DR** 5/magic
Immune critical hits, fire, flanking, paralysis, petrification, poison, sleep effects, sneak attacks, stunning
Fort +9, **Ref** +11, **Will** +4
Weakness vulnerability to cold

Speed 40 ft. (8 squares), fly 90 ft. (good)
Melee bite +12 (2d6+4) and 2 claws +7 (2d4+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +17
Atk Options Blind Fight, Combat Reflexes, pounce
Special Actions roar, smoke claws

Abilities Str 19, Dex 21, Con 17, Int 6, Wis 12, Cha 12
SQ elemental traits
Feats Blind-Fight, Combat Reflexes,

FULL FRONTAL NERDITY by Aaron Williams
HOW'S HE DOING?
NOT BAD. SHAWN'S TAKING OVER THE INTERVENTION.
ANY PROGRESS?
WELL, WE BASICALLY HAD TO RETRAIN NELSON'S BRAIN TO ACCEPT D20 RULES. WE TOOK HIM THROUGH SECOND EDITION D&D AND WE JUST STARTED HIM ON THIRD EDITION.
HUH. IT SOUNDS A LOT LIKE THAT STAR TREK EPISODE WHERE UHURA'S MIND GETS ERASED. SO HOW'S HE TAKING IT?
AN ATTACK OF WHAT?! THIS WHOLE MECHANIC IS A SCAM TO SELL MINIATURES!
ABOUT AS WELL AS HE DID THE FIRST TIME AROUND.
WHADD'YA MEAN, VERSION THREE-POINT-FIVE?! ALL OF MY SPELLS SUCK NOW!

Improved Initiative, Track
Skills Listen +11, Spot +11
Advancement 10–12 HD (Large); 13–27 (Huge)

Pounce (Ex) If a smoke element dragonne charges, it can make a full attack in the same round.

Roar (Su) A smoke element dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 feet must succeed on a DC 15 Will save or become fatigued. Those within 30 feet who fail their saves become exhausted. The save DC is Charisma-based.

Smoke Claws (Ex) A smoke element dragonne can engulf opponents by moving on top of them. It fills the air around one opponent smaller than itself without provoking an attack of opportunity. The target must succeed on a DC 17 Fortitude save or inhale part of the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 1d6 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

Skills Dragonnes have a +4 racial bonus on Listen and Spot checks.

A smoke element dragonne is about 12 feet long and weighs about 30 pounds.

Strategies and Tactics

A smoke element dragonne uses its flight effectively in battle. If opponents attempt to charge or encircle it, the dragonne simply takes to the air and finds a more defensible position.

A smoke element dragonne's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

Creating A Smoke Element Creature

"Smoke element" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin (referred to hereafter as the base creature).

A smoke element creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points.

Size and Type: The creature's type changes to elemental, and it gains the Air and Fire subtypes. Size is unchanged. Smoke element creatures encountered on the Material Plane have the extraplanar subtype.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Usually neutral.

Smoke Element Creature		
Hit Dice	Damage Reduction	Smoke Claws Damage
1–3	—	—
4–7	—	1d4
8–11	5/magic	1d6
12+	10/magic	2d6

Speed: A smoke element creature has a fly speed of 90 feet with good maneuverability, unless the base creature has a higher fly speed.

Special Actions: A smoke element creature retains all the special actions of the base creature and also gains the following action.

Smoke Claws (Ex): A smoke element creature can engulf opponents by moving on top of them. It fills the air around one opponent smaller than itself without provoking an attack of opportunity. The target must succeed on a Fortitude save or inhale part of the creature. The save DC is 10 + 1/2 smoke element creature's HD + smoke element creature's Constitution modifier. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing damage each round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace. The amount of damage depends on the HD total of the creature (see the Smoke Element Creature table).

Abilities: Increase from the base creature as follows: Dex +6.

Special Qualities: A smoke element creature retains all the special qualities of the base creature and also gains the following qualities:

Darkvision out to 60 feet.

Damage Reduction (Ex): A smoke element creature's body is resistant to harm, giving it damage reduction. Consult the Smoke Element Creature table for the amount of damage reduction. If the base creature already has damage reduction, use the better value.

If a smoke element creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Skills: Same as the base creature. If the smoke element creature has an Intelligence score of 4 or greater, it speaks Auran and Ignan.

Environment: Elemental Plane of Air and Elemental Plane of Fire.

Level Adjustment: Same as the base creature +4.

Sample Encounters

Paraelement creatures fill roles similar to their Material Plane counterparts, roaming the lands between the elemental planes they inhabit. Encounters with these creatures become common as the borders between the planes draw close.

Squid Cave (EL 11): An old and particularly angry ice element giant squid dwells within a submerged cave in a titanic iceberg floating on the border between the Elemental Planes of Air and Water. The beast roams from its lair only occasionally but when it does so all of the nearby creatures, including a group of local merfolk, flee from its terrible wrath.

Lava Charger (EL 6): The fiery mountain passes are full of creatures belligerent to outsiders. The magma element rhinoceros is one such creature, and any who draw near it are likely to face its deadly charge.

Muck Tyrant (EL 10): The muck-filled caves and plains that make up the border between the Elemental Planes of Earth and Water are home to a wide variety of creatures. One such beast is known only as the Muck Tyrant, an ooze element behir that dominates a wide swath of territory and who allows passage only to those who pay it fealty.

Curious Wisp (EL 9): A smoke element dragonne prowls the region between the Elemental Planes of Air and Fire, curious about any creatures not native to the area. Those who pass underneath its endless patrols are likely to draw its attention, causing it to follow them a bit from above. If the characters attempt to communicate with the creature it gladly lands to chat with them. Should they ignore it, the creature grows angry and attacks.

Ecology

Paraelement creatures are not natural beings and do not reproduce. Instead they are formed of the stuff of their respective planes.

Environment: Paraelement creatures dwell on the boundaries between the Elemental Planes. As such, they can be found on either of the Elemental Planes that combined to create them.

As mentioned in *Manual of the Planes*, entire planes can exist between the Elemental Planes. These Paraelemental Planes are domains unto themselves, places where their composite elements are combined in harmony. If you use this variant, change the environment of the paraelement creatures to a single Paraelemental Plane rather than two Elemental Planes. For example, an ice element giant squid would have an environment entry of "Paraelemental Plane of Ice" rather than "Elemental Plane of Air and Elemental Plane of Water."

Typical Physical Characteristics: Paraelement creatures keep the general physical characteristics of their base creature with the exception of weight. Ice, magma, and ooze element creatures weigh two to three times their normal counterparts whereas smoke creatures weigh only 1/10th to 1/20th of the weight of the base creature.

Alignment: As elemental creatures, paraelement creatures are usually neutral.

Typical Treasure

If the base creature has treasure, the paraelement creature has the same amount of treasure.

by Michael Trice • illustrated by Peter Bergting

The Ecology of the Elemental Weird

At home in raging flames, surfaceless seas, ungiving granite, or limitless voids, the elemental weirds often make their way to the myriad worlds of the Material Plane. These harbingers of the fickle fates promise to reveal furtive secrets of the unforeseeable to the mortal races, although often at a hefty price. Indeed, these creatures of pure elemental form possess alien minds and needs well beyond the understanding of those who seek them out.

History of the Elemental Weird

The oldest of legends from the most ancient of races speak of prophecies, decreed fates, and soothsayers. This suggests the presence of creatures like oracular weirds at least parallels the mortal races of the Material Plane—and possibly predates the plane itself.

In many myths, elemental weirds are said to possess immortal heritages, often tracking their lineages back to specific deities and the primordial elements of the world. Some such tales speak of deities lying with the unspoiled rivers and teaming oceans, giving birth to nixies, sirines, many of the mortal aquatic races, and the eldest water weirds. Inspired by their divine legacies, whispered to by the rolling waves, and confided to by all the creatures of the sea, it is said that whatever water touched, these weirds knew.

Similarly, myths of volcano spirits that bestowed truth and the gift of fire to the early races describe the role fire weirds played in the legendary past. Said to be the corporeal messengers of deities, fiends, or possibly some indefinable intellect of the Inner Planes, these living flames brought much needed hope and warmth to the dark days of prehistory—revealing insights and laws all sentient creatures were meant to know.

Much like water weirds, legends tell of earth weirds springing from divinely inspired mountains, canyons, and lightless depths. Described as treacherous harbingers of suffering, the rotting dead supposedly whisper their secrets to earth weirds, who thus foretell times of waste and death. Despite their morbid words, earth weirds are said to know the will of the world, serving as emissaries of some greater planetary consciousness. Their dark words and fearful, underground demesnes are at least partially responsible for the widespread distrust of emissaries of the earth, particularly the fey.

Air weirds figure only subtly in legend. Rituals of praying to an open sky—a heaven above—partially arise from the ancient practice of seeking guidance from these spirits of the air.

The offering of incense, ash, and flowers to the winds suggests a long history of seeking direct guidance from those elementals who call the sky home.

PHYSIOLOGY OF THE ELEMENTAL WEIRD

The corporeal form of all weirds share many characteristics. Each appears as a striking female figure comprised of a single element, whether air, earth, fire, or water. These homogenous forms behave in a manner similar to true elementals, being resilient to weapons and the vulnerabilities of an organic body. They also prove highly resistant to spells, shrugging off most with little worry.

As elemental weirds are made up only of the elemental essence of their kind, organs, flesh, nerves, and blood are alien to their composition. The very energies that flow through these creatures, however, far surpass those of many other creatures from the Elemental Planes, granting immense intelligence, spell-like powers—particularly related to powers of divination—as well as other strange abilities.

Seemingly as a limit to these powers, though, all weirds are bound to an elemental pool to which they remain permanently tied. Of diverse shapes and sizes, at their smallest these pools fill an area 20 feet across and 40 feet deep, but whole lakes, volcanoes, or larger tracts of land or sky might comprise them. These pools are more than merely pure accumulations of natural elements, though. Each is in fact a small projection from an Elemental Plane, which contains a portal to that hostile realm. An elemental weird holds great control over its pool, possessing the power to summon creatures through it for aid, as well as the ability to allow others to enter the pool and pass onto its home plane. The draw of the Inner Planes is powerful, though, and a weird's control is not absolute. Thus, many have accidentally entered the pool of an

KNOWLEDGE OF THE ELEMENTAL WEIRD

The following table shows the result of a Knowledge (the planes) check as it relates to elemental weirds. Those who study the Inner Planes, worship the powers of the elements, or are knowledgeable of prophecies or similar mysteries might possess this information. The elemental weird appears on page 90 of *Monster Manual II*.

Knowledge (the planes)

DC	Result
10	An elemental weird is like an elemental, but is often less prone to destruction.
15	Elemental weirds typically appear as beautiful humanoid women. Each is tied to a specific element that determines its form and powers, but also binds it to a pool of concentrated elemental matter from which it can never leave.
20	Elemental weirds possess immense magical powers, potent oracular abilities, and guard portals to the Inner Planes. These elemental augurs command great influence over other elemental beings and can even wrest control of such creatures from their summoners.
25	Elemental weirds typically demand rare offerings or services for their insights. These oracles are sometimes guarded by elemental servants known as guardian weirds.
30	Air weirds specialize in information relating to guidance. Earth weirds warn of impending doom. Fire weirds weave prophecies of peace and prosperity. Water weirds hold knowledge of antidotes and healing.

elemental weird and met swift deaths, either from the inherent dangers of the flowing and grinding elements or upon the unforgiving Inner Planes. Just as frequently as mortals seek to employ an elemental weird's gift of foresight, they often request use of a weird's portal to the Elemental Planes. Weirds are quick to bargain for their pool's use, but are just as likely to wantonly refuse—supposedly out of some prophetic elemental insight.

Being spirits of the Inner Planes, weirds must maintain their link to their homes and cannot be separated from their pools—never straying more than 10 feet. Once, however, an elemental weird can make use of its pool's portal to travel back to its elemental home. Upon passing through, the portal closes and the weird's pool is drawn back to its native plane, leaving no evidence of the oracle's passing. Weirds usually only leave the Material Plane when they face assured destruction, risk having their site forcibly used by the unworthy, or when their prophecies so demand. It is conceivable that unbound elemental weirds might be found on the Elemental Planes, but none have ever been seen. Some propose that, upon retreating to their native planes, elemental weirds merge with the plane, imparting their vast intellect and observations back to the realm that spawned them.

PSYCHOLOGY AND SOCIETY OF THE ELEMENTAL WEIRD

While aloof toward the mortal races of the Material Plane, elemental weirds possess a certain fondness for creatures tied to their source element. Most often, this relationship resembles that between a guardian and a servant or a demigod and a worshiper. Since a weird cannot travel away from its pool, these attendants serve vital roles as scouts, messengers, and the eyes and ears of the weird.

In regards to their own kind, weirds often live solitary lives; although on rare occasions as many as four might collect in places of particular power, importance, or elemental convergence. Interracial hostility is unknown to weirds, and groupings involve weirds of multiple kinds as often as weirds of the same kind.

Often the existence of multiple weirds in close proximity spawns numerous legends and local traditions relating to seeking mystical guidance.

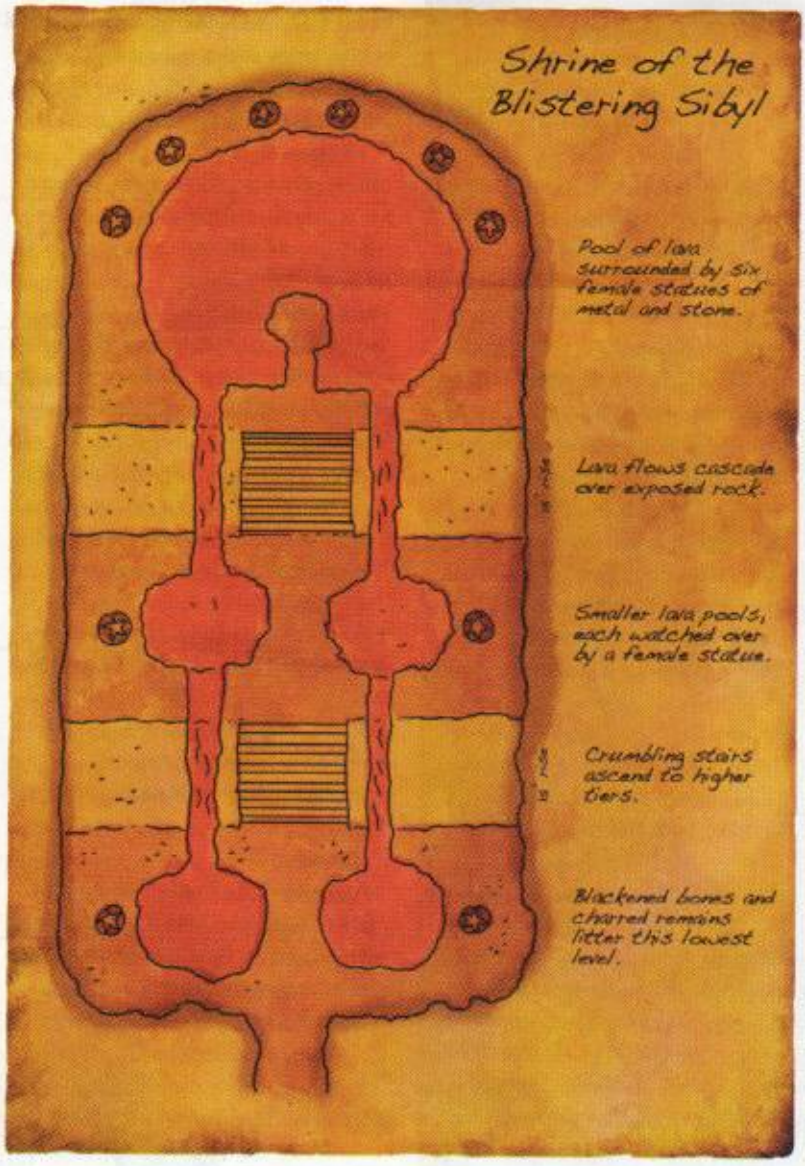
The four most common weirds display a wide range of unique traits and affectations. These tendencies often hint at the type of information likely to provide.

Air Weirds: These weirds speak of facts and places, yet they speak of such in a manner more direct than most. For these elementals, the world exists as a compass with many choices, with each choice a possibility and each containing its own dangers and rewards. Unable to predict the actual future of a chosen direction, they supply information regarding the facts of the journey. These flighty creatures offer neutral indecisiveness to most mortals, seeing all paths as equal but leading to vastly different journeys.

In trade for their insight, air weirds often request artifacts from far-flung nations, lost environments, or even other planes. A rock from a mountain that long ago eroded to sand or a gear from Tvashtri's Laboratory on the Outlands would not be unusual offerings.

Earth Weirds: Possessed of a cold, calculating mindset terrifying to most mortals, and capable of foretelling the death of thousands or the arrival of great wealth with equal dispassion, these weirds speak of future events the same as those in the past. Viewing the passage of time with the same indifference as mountains, earth weirds often speak of general fates, understanding that mortal minds lack the ability to comprehend exact details on an immutable future.

Emblems of finality and the bounty of the land most appeal to earth weirds. The skull of a thousand-year-old lich, crushed to powder, or a stone that has never been exposed to any sort of light might both appeal to one of these elementals.


Shrine of the Blistering Sibyl
Pool of lava surrounded by six female statues of metal and stone.
Lava flows cascade over exposed rock.
Smaller lava pools, each watched over by a female statue.
Crumbling stairs ascend to higher tiers.
Blackened bones and charred remains litter this lowest level.

Fire Weirds: Fire weirds represent the most empathetic of the weirds. Foretelling dreams of hope, love, and nourishment, these weirds provide the light in the dark to those who seek them out. Offering hope, however, falls short of actual investment in the well-being of those who seek their council. Fire weirds provide what aid they can while retaining the same reclusive nature and quid pro quo manners of their sister weirds.

Fire weirds favor offerings that embody positive feelings and the wishes of other creatures, such as the aged heirloom of a noble family, a kingdom's royal crown, or, ultimately, a preincarnate soul from the Bastion of Unborn Souls on the Positive Energy Plane. Fire weirds care little for the emotional or moral associations mortals place on such items, so stealing such a gift matters little to them.

Water Weirds: Great hopes of the sick and needy, water weirds grant life where only death walks, assisting those who need more than faith to survive. These weirds grant boons in the way of curative secrets and answers to overcome the unconquerable. Due to their direct opposition to many in positions of power, most leaders see water weirds as embodiments of anarchy and discord to be rooted out. In response, they remain the most secretive of weirds.

Water weirds seek rare items with healing properties, the regalia of fallen tyrants, and secrets capable of unseating whole dynasties. The longest segment of the *Rod of Seven Parts*—capable of casting *heal* once per day, the noose that hung a deposed despot, or the illicit diary of an empress might all tempt a water weird.

ELEMENTAL WEIRD LAIRS

Few creatures claim to know how, where, and why pools containing elemental weirds form. Even elemental weirds themselves seem to have little choice in where they lair, with some dwelling in regions cut off or inhospitable to most other sentient forms of life. While some claim weirds simply appear in areas strong with their associated element, others propose these elementals exercise their incredible foresight when choosing a lair, selecting homes where they might someday be needed.

The lairs of weirds often take advantage of their elemental nature, while allowing limited access to allies and supplicants. Places suitable to maximize the abilities of summoned elemental protectors also constitute preferable territories.

Air Weirds: While air weirds prefer open spaces, such as wide plains or high mountains, any place with expansive open space provides the proper element for these oracles. Alternately, an air weird's pool might linger above a rocky coral reef under the great sea sky or at the heart of an enormous underground cavern—where air is most rare.

Earth Weirds: Remote wilds make ideal lairs for earth weirds. The greenery of life and death appeals to these creatures just as much as the grim, lifelessness of often-barren tunnels and lightless chasms. Mountain peaks and desert wastes also please the harsh mentalities of these weirds.

Fire Weirds: By far the most restricted by the natural appearance of their element, fire weirds prefer lairs within volcanoes or places deep within the crust of the earth. Boiling springs, geysers, and volcanic fields, as well, sometimes make comfortable homes for these prophets. Fire weirds have been known to appear in the midst of great forest fires, meteor strikes, and even blazes in communities resulting

PROPHECIES

Elemental weirds are known for their mystical foresight and puzzling prophecies. The following examples show the forms of speech and type of word games to expect from the four common elemental weirds.

Air

"Walk the realm of angry winds to find your fate. Raptor wings hold the keys and an angry roar shields the spirit. A kerchief comforts the bloodiest pit of lamentation, which falls to the star."

This advice from the air weird Sister Storm directs travelers through two portals to the star-shaped gatetown of Tradegate on the Outlands. The first portal is guarded by an androsphinx whose feathers act as portal keys and whose roar can deafen. The gate leads to the painfully noisy layer of Pandemonium called Cocytus, the layer of lamentation. A handkerchief is the gate key to the second portal, at the bottom of a nearby pit comprised of dark red rock.

Earth

"When the blackened sea is stolen,
"And plague pyre fills the sky,
"And four are fortresses fallen,
"Then You and I must die.
"With eyes above the steppes,
"And a heartless iron roar,
"Night's tide eternal rises,
"'Til man exists no more."

The earth weird known as the Obsidian Duchess of Geoff spoke this forbidding rhyme, seemingly referring to some unknown incursion from the sky, before retreating back to the Plane of Earth.

Fire

"7:19 And on the shore black madness reigns, and a bounty of gems buys discord and dark hearts. 7:20 Yet over seas of salt and wells of darkness lies sealed the sister of vice, whose lust unlocks a double death."

The much-debated "Wells of Darkness" passages from the *Etheric Scrolls*, a collection of prophecies dictated by the three fire weirds together known as the Oracle of Ashes.

Water

"Through me lies the cure.
"Wind in a crystal chalice.
"From his pride springs life."

When entreated for aid to cure a devastating plague, the water weird called the Spirit of the Silver Stream spoke this haiku. Adventurers eventually employed the weird's portal to travel to the City of Glass on the Elemental Plane of Water. Once there, they discovered that the well-loved garden of a jann leader, Sheik Yasuf, held a rare kind of grape whose wine possesses healing properties.

from lightning strikes. In such cases, fire weirds tend to realize the short-lived nature of their surroundings and escape through their pools before the flames burn out.

Ice and Snow Weirds: Ice weirds commonly remain near glaciers or constantly frozen lakes, while snow weirds enjoy the deep tundra (see *Frostburn*). The occasional weird might use its portal to perpetually freeze unnatural areas, such as an entire island during summer, an ancient tree that remains snow-covered year round, or a mountain perpetually covered by a glacier.

Water Weirds: More adaptable than most might expect, water weirds occupy deep ocean bottoms, great rivers, underground springs, tiny streams, or even the occasional town well. In some cases, a great flood or tusnami has moved a water weird's pool, though just as often a weird retreats back to its home plane to avoid potential destruction.

LESSER ELEMENTAL WEIRDS

A sinuous elemental serpent rises up before you, its body comprised of raging primeval force.

LESSER ELEMENTAL WEIRD **CR 5**

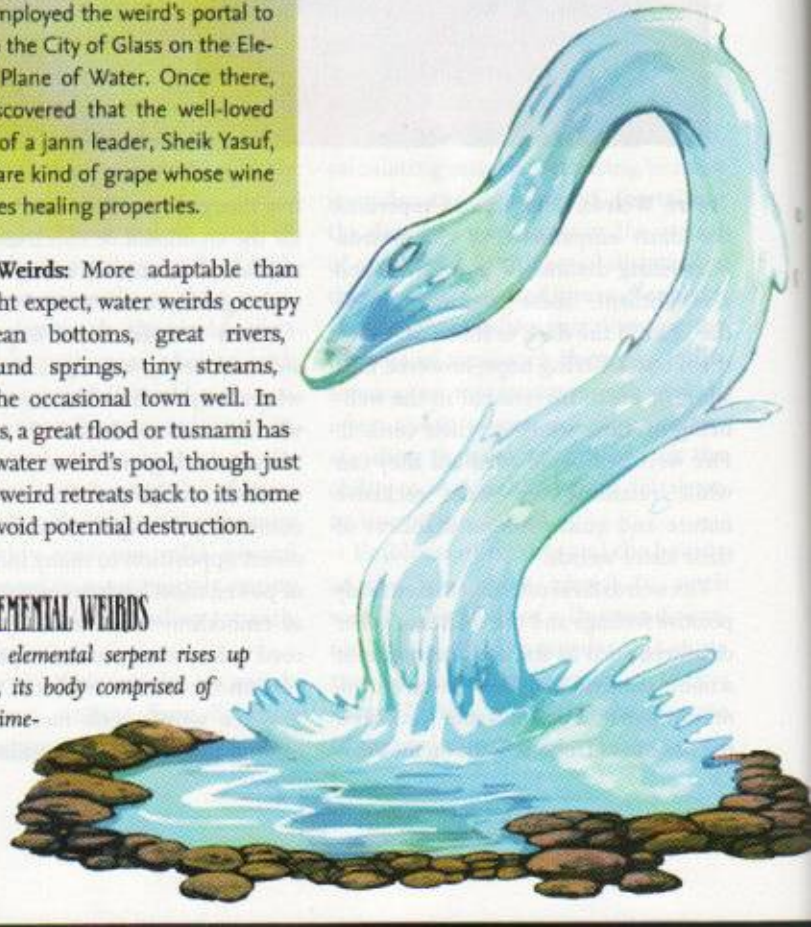
N Medium elemental (extraplanar, see below)
Init +8; **Senses** darkvision 60 ft.; Listen +6, Spot +5
Languages Aquan, Auran, Ignan, or Terran

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)
hp 36 (8 HD)
Fort +3, **Ref** +3, **Will** +4

Spd 20 ft. (2 squares), burrow 90 ft. or fly 90 ft. (perfect) or swim 90 ft.
Melee slam +7 (1d4+1 plus 1d6 energy damage*)
Ranged elemental blast* +10 (2d6)
Base Atk +6; Grp +7
Special Atk constrict, elemental blast, elemental command, improved grab, suffocate
* Energy damage varies by subtype.

Abilities Str 12, Dex 19, Con 11, Int 12, Wis 15, Cha 11
SQ Elemental glide, elemental invisibility, elemental subtype
Feats Dodge, Improved Initiative, Mobility
Skills Hide +15, Listen +8, Move Silently +14, Spot +8
Advancement 9–14 HD (Medium); 16–30 HD (Large); 31–45 HD (Huge)

Elemental Blast (Ex) Once per round, a lesser elemental weird can release a



blast of elemental energy that deals 1d6 points of damage per 4 Hit Dice. The energy type of this damage differs for each type of weird: air weirds fire a ball of electricity, earth weirds expel a glob of acid, fire weirds shoot a burst of fire, and water weirds discharge a blast of incredibly cold water. The range increment for this blast is 30 feet. The type of damage dealt is the same type dealt by the weird's slam attack.

Elemental Command (Su) A lesser elemental weird can attempt to gain control over any elemental of the same subtype as it that it successfully hits with a melee attack. The elemental must make a successful DC 14 Will save or succumb to the weird's control. An elemental that saves against this attack is immune to that weird's elemental command ability for 24 hours. There is no limit to the number of elementals that a weird can control. The save DC is Charisma-based. Once under the weird's control, an elemental serves the weird for 1 day, until either it or the weird dies, until the weird dismisses it, or until the duration of its summoning expires. It obeys the weird explicitly, even if ordered to attack the being who originally summoned it. The weird does not need to communicate to maintain control over any elemental it commands.

Improved Grab (Ex) To use this ability, a lesser elemental weird must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can suffocate.

Suffocate (Su) While being grappled by a lesser elemental weird a creature is deprived of air. Normally, a creature can hold its breath a number of rounds equal to twice its Constitution score before it begins to suffocate. While being grappled by a weird, a creature can only hold its breath if it makes a DC 8 Constitution check every round. Each round, the DC increases by +1. When the character finally fails its Constitution check, it begins to suffocate. In the first round, it falls unconscious (0 hit points). In the following round, it drops to –1 hit points and is dying. In the third round, if still being grappled by the weird, it suffocates.

Elemental Glide (Ex) A lesser elemental weird can glide through the same element as its subtype as easily as a fish swims through water. Its passage leaves behind no tunnel, nor creates any sign of its presence. A *gust of wind*, *move earth*, *wall of fire*, or similar spell that manipulates elements cast on an area containing a burrowing weird flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Elemental Invisibility (Ex) As a full-round action, a lesser elemental weird fully submerged or surrounded by the same element as its subtype can turn invisible. *True seeing* and similar spells reveal these creatures as normal.

Elemental Immunities Lesser elemental weirds possess a subtype related to the element they embody. This subtype, air, earth, fire, or water, determines the damage type of a weird's elemental blast and slam attack, its immunities and vulnerabilities (see Chapter 7 of the *Monster Manual*), and its movement type.

Lesser elemental weirds are immature versions of oracular elemental weirds. Lacking the insight of true weirds, these lesser versions stay in constant contact with the elements that comprise them, letting these primal forces whisper tales and portents they might one day grow wise enough to decipher. While most commonly found on their home planes, lesser elemental weirds sometimes dwell near their mature brethren, protecting them and learning their secrets, although they might also answer the calls of other magic-users. It is thought that through some process lesser weirds evolve into true weirds, but such does not always seem to be the case, as ancient and powerful lesser weirds are not unknown.

Lesser elemental weirds exist for at least all four common types of elemental weirds (air, earth, fire, and water), and others might exist. These creatures understand the language related to their elemental type (Auran for air weirds, Terran for earth weirds, and so on), although they cannot actually speak.

ELEMENTAL GUARDIAN

Conjuration (Summoning)
Level: Clr 5, Drd 4, Sor/Wiz 5
Components: V, S, M
Casting Time: 10 minutes
Range: Short (25 ft. + 5 ft./2 levels)
Effect: One summoned lesser elemental weird
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

You conjure a lesser elemental weird to guard an area you designate. Choose one of the four types of elemental weirds and at least a 5-foot area comprised of the same element. The weird cannot move more than 100 feet from that spot and cannot leave the element that it is bound to. For example, a lesser water weird tied to a point in a pond could not leave the pond or go more than 100 feet from the point it is bound to, while a lesser air elemental would have free range within a space or open air but could not fly farther than 100 from the designated point. The lesser elemental weird you summon appears in the spot you designate and acts immediately on your turn. The lesser elemental weird attacks any creature other than you that comes within range of its attack. If you speak the same language as the weird you can provide it with more detailed instructions, like to not attack specific individuals or members of specific races, or to only attack certain creatures. The elemental weird obeys your commands until either it is destroyed or the spell's duration expires, at which time it departs back to the appropriate Elemental Plane.

A 15th level caster can use *permanency* and expend 3,500 XP to make this spell permanent. This effect binds the lesser elemental weird to the area until it is destroyed.

Material Component: A bowl or brazier filled with an element corresponding to the lesser elemental weird you plan to summon.

by Greg Marks • illustrated by Jeff Carlisle

A Mastery of Elements

Spellcasters have been obsessed with the four elements for centuries. The mercurial freedom of air, the stability of earth, the destructive power of fire, and the cleansing nature of water each represent a facet of power many seek to control. Through the years, a number of creators have crafted a collection of potent magical treasures to master these elements.

Boots of Fire Walking

While wearing the *boots of fire walking*, you can climb a conflagration without feeling the heat of the flame.

Description: Crafted from the skin of a salamander, these comfortable boots, covered in red scales, adjust to fit the size of your feet.

Activation: Wearing these boots activates their abilities.

Effect: When worn, the *boots of fire walking* grant you the ability to walk on lava as if it were solid ground and to climb flames as though they were solid rock (requiring a DC 15 Climb check). While wearing *boots of fire walking*, you and your equipment are immune to environmental heat damage, although the *boots of fire walking* offer no protection from attacks that deal fire damage (magical or otherwise). Thus, you could attempt to climb a slow-moving lava fall or climb to the top of a bonfire, but you are not protected from a *scorching ray* or a *fireball*.

Aura/Caster Level: Faint abjuration and transmutation; CL 5th.

Construction: Craft Wondrous Item, *protection from energy (fire)*, *spider climb*, 18,750 gp, 1,500 XP, 38 days.

Weight: 1 lb.

Price: 37,500 gp.

Bracers of Whirlwind

Bracers of whirlwind transform you into a violent storm in which you may trap your foes.

Description: This set of thin electrum bracers is engraved with images of blowing leaves and swirling clouds. The bracers, slim enough to let you easily hide them under loose clothing, adjust to fit when you don them.

Activation: Once per day as a standard action, you may cross your arms at the wrists and invoke the power of the *bracers of whirlwind* by exhaling a deep breath. The transformation lasts for 15 minutes, although you may dismiss the power of the bracers early and return to your normal form as a move action.

Effect: The bracers transform you into a violent whirlwind made of air, granting you DR 10/magic and a flight speed of 100 feet (perfect). The whirlwind form is 40 feet high and behaves in all ways as the whirlwind of a Large air elemental (see page 95 of the *Monster Manual*).

Aura/Caster Level: Moderate transmutation; CL 7th.

Construction: Craft Wondrous Item, *gaseous form*, 4,900 gp, 392 XP, 10 days.

Weight: 1 lb.

Price: 9,800 gp.

Candle of Sweet Breezes

The *candle of sweet breezes* fills the area around you with clean, breathable air.

Description: White swirls decorate a slim blue candle held within a relatively plain silver candleholder.

Activation: Lighting the *candle of sweet breezes* as a standard action activates its abilities.

Effect: When lit, a *candle of sweet breezes* creates a faint gust that forms a bubble of pure air in a radius of 60 feet that eliminates scents as well as airborne diseases and poisons.

Other air is displaced by the bubble. The air within this bubble is safe to breathe 1 round after lighting the candle, regardless of any vapors or previous lack of air. The breeze created by the candle is very slight and does not disturb anything heavier than dust. Characters gain a +2 bonus on saving throws made to resist breath weapons that enter the area of the candle. The candle burns for 1 hour, after which time its magic fades and any previous environmental effects reestablish themselves normally. Once lit, the candle cannot be reused. Due to the magic of the candle, lighting the wick cannot result in an explosion, even if the candle is ignited within a flammable gas.

Aura/Caster Level: Faint evocation; CL 3rd.

Construction: Craft Wondrous Item, *gust of wind*, 750 gp, 60 XP, 2 days.

Weight: 1/2 lb.

Price: 1,500 gp.

Choker of the Sirens

This choker grants you several qualities of a siren, including a captivating song and the ability to breathe water.

Description: The *choker of the sirens* is a black leather choker edged in lace with two pearls set at its center. In addition to the two obvious pearls, the choker possesses an empty setting for a third stone. It occupies the same slot as an amulet.

Prerequisite: The ability to breathe water functions regardless of the owner's gender, but the captivating song functions only for females.

Activation: The ability to breathe water functions as long as the choker is worn and does not require any activation. Once per day, you can captivate others by singing. You do not need ranks in Perform (sing) to use the captivation ability. A male character cannot use the captivating song feature of the *choker of the sirens*.

Effect: While worn, the *choker of the sirens* enables you to breathe water in addition to breathing air, as the spell *water breathing*.

Only a female character can call forth the true power of the *choker of the sirens*. Once per day, when you sing, all creatures within 90 feet of you must make a Will save (DC 12 + your Charisma modifier) or become captivated. This is a sonic, mind-affecting, charm effect.

A captivated victim moves toward you in the most direct way possible. The creature can avoid hazards and moves to avoid attacks of opportunity when able. A creature that takes damage is granted a second saving throw with a +2 bonus.

Captivated creatures can take no actions other than to move toward you. A victim within 5 feet of you becomes fascinated and helpless, and it doesn't break free of the fascination effect unless it takes at least 1 point of damage (which grants it a saving throw with a +2 bonus). The effect continues for as long as you sing, to a maximum number of rounds equal to 3 + your Charisma modifier (minimum 1 round). A bard's countersong ability allows the captivated creature to attempt a new Will save.

Attaching a *pearl of the sirens* (*Dungeon Master's Guide*, page 263) to the empty setting of the *choker of the sirens* increases the choker's DC by +2.

Aura/Caster Level: Moderate enchantment and transmutation; CL 6th.

Construction: Craft Wondrous Item, *water breathing*, *enthrall*, 21,800 gp, 1744 XP, 22 days.

Weight: 1/2 lb.

Price: 43,600 gp.

Elemental Elixir

This elixir infuses you with the raw power of the Elemental Planes, changing your body.

Description: Found in a metal flask, this elixir comes in four varieties—one for each element: air, earth, fire, and water. Each flask contains only one dose.

Activation: Drinking the elixir grants you its power.

Effect: A dose of *elemental elixir* transforms you into an elemental of your size and of the kind the elixir is keyed to. The transformation lasts for 30 minutes, although you can dismiss the transformation as a standard action before the duration expires. For example, a halfling drinking an air elemental elixir transforms into a Small air elemental, while an ogre drinking a fire elemental elixir becomes a Large fire elemental. For the duration of the transformation, your type becomes elemental and your subtype changes to match your new form. You gain the Strength, Dexterity, and Constitution scores of the new elemental form but retain your own Intelligence, Wisdom, and Charisma scores. You also gain all extraordinary and supernatural special attacks and qualities possessed by the new elemental form. Neither changing into the new elemental form nor returning to your natural form results in the healing of any hit point damage. If slain, you revert to your original form, although you remain dead.

Aura/Caster Level: Moderate transmutation; CL 7th.

Construction: Craft Wondrous Item, *polymorph*, 700 gp, 56 XP, 2 days.

Weight: 1/2 lb.

Price: 1,400 gp.

Gloves of Burrowing

Gloves of burrowing allow you to tunnel through the ground.

Description: Appearing as flexible cracked rock, a pair of *gloves of burrowing* are made from the stony hide of a xorn or similar elemental creature with the ability to burrow through earth.

Activation: Simply putting on the gloves grants you the ability to move through earth and stone. In addition, once per day, you can make a sudden chopping motion to grant you the ability to mold stone as clay, but doing so causes the *gloves of burrowing* to lose all power for 1 hour afterward.

Effect: While worn, the *gloves of burrowing* grant you the ability to push through earth or stone with a burrow speed equal to one half your base land speed. Your passage is like that of an earth elemental, leaving no tunnel behind for others to follow and indeed no signs of your passage at all. In addition to the ability to move through the ground, *gloves of burrowing* grant you the ability to use *stone shape* once per day as a 9th-level sorcerer.

Aura/Caster Level: Moderate transmutation; CL 9th.

Construction: Craft Wondrous Item, *passwall*, 40,500 gp, 3,240 XP, 81 days.

Weight: 1/2 lb.

Price: 81,000 gp.

Lascit's Aquatic Earring

This piece of fine jewelry allows you to understand the creatures of the sea.

Description: This earring bears a small sapphire carved in the shape of a leaping fish hanging inside a golden hoop. Almost imperceptible, the words "Ear of the Sea" are engraved upon the hoop in Aquan.

Activation: Wearing the earring allows you to understand and speak Aquan. In addition, once per day you may purposefully rub the sapphire with a drop of seawater, as a standard action, in order to activate the *speak with animals* power of the earring. *Lascit's aquatic earring* doesn't take up any magic item slot.

Effect: *Lascit's aquatic earring* grants you the ability to understand and speak Aquan as a constant effect. In addition, once per day, the wearer can *speak with animals* as a 5th-level druid, but with aquatic animals only.

Aura/Caster Level: Faint divination; CL 5th.

Construction: Craft Wondrous Item, *speak with animals, comprehend languages*, 9,750 gp, 780 XP, 10 days.

Weight: —

Price: 19,500 gp.

Ring of Immolation

A *ring of immolation* wreathes you in flames that provide a powerful deterrent to foes that get too close.

Description: This brass ring is crafted in the shape of two flames whose tips meet to form a circle about your finger. The *ring of immolation* is always warm to the touch, regardless of the actual ambient temperature.

Activation: Putting on the ring engulfs you in violet flames.

Effect: Fire encircles your body, igniting nearby flammable objects and dealing 1d6+7 points of fire damage to those who attack you with a melee attack. Enemies using a melee reach weapon are not subject to this damage. In addition, you can deal 1d6+7 points of fire damage to a foe with a successful touch attack. You cannot suppress the flames as long as the ring is worn, but they are instantly extinguished if you remove it. The flames radiate light as a torch.

Aura/Caster Level: Moderate evocation; CL 7th.

Construction: Forge Ring, *fire shield*, 28,000 gp, 2240 XP, 56 days.

Weight: —

Price: 56,000 gp.

Sling Boulder

As the *sling boulder* flies toward your enemy, it changes from a simple sling stone to a great boulder.

Description: A plain burlap bag contains 2d4 simple polished stones usable as ammunition for a Small or Medium sling.

Activation: You fire a *sling boulder* like any other bullet. The magic of the *sling boulder* can only be used once and is expended when fired, whether or not the *sling boulder* hits.

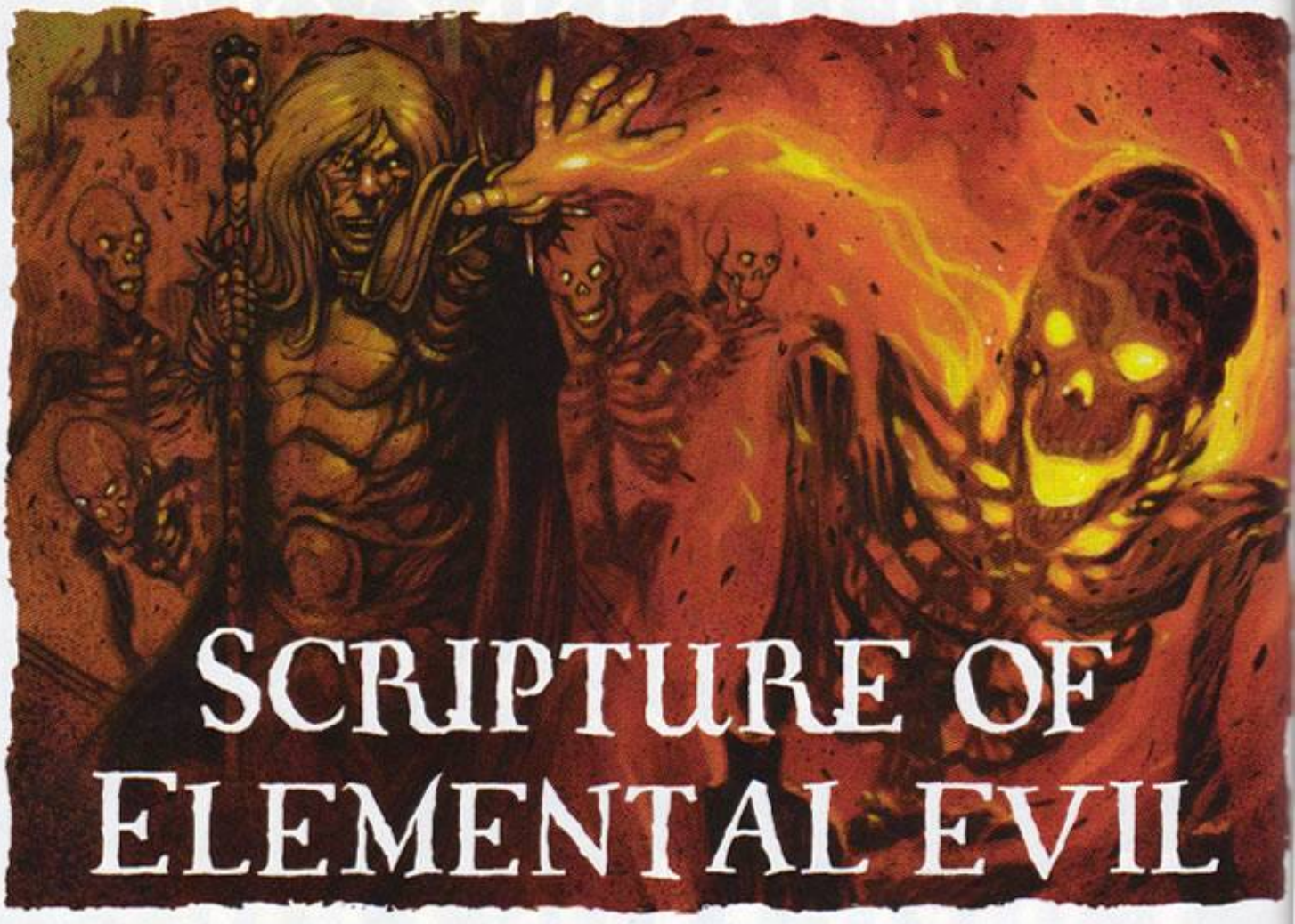
Effect: These +1 *sling stones* are more than they appear. When fired from a sling, the stone instantly transforms into a large boulder that deals 2d6+1 points of damage (plus your Strength bonus), instead of the normal 1d4 for a sling bullet.

Aura/Caster Level: Faint transmutation; CL 3rd.

Construction: Craft Arms and Armor, *shrink item*, 184 gp, 15 XP, 1 day.

Weight: 1/2 lb each.

Price: 367 gp each.



SCRIPTURE OF ELEMENTAL EVIL

by Owen K.C. Stephens • illustrated by Vincent Dutrait

The compiled blasphemies known as the *Scripture of Elemental Evil* have a long and confused history, tying back to the atrocities of the dreaded Temple of Elemental Evil, the foul rites of evil archomentals, and the plots of the mad god Tharizdun (See page 123 of *Complete Divine*). Numerous fiend worshipers and dark cultists have employed these spells in the past: fanatical priests of supposedly forgotten deities; the fiendish acolytes of Zuggtmoy, Demon Queen of Fungi; and the deluded cultists of the Elder Elemental Eye.

In truth, worshipers of the god Tharizdun produced the original *Scripture of Elemental Evil* after their lord was imprisoned and became unable to affect the world directly. His most devout followers believed if they could create spells in their god's honor and persuade others to cast them, the escape of his profane energies would result in his eventual freedom. Convincing members of other religions that the spells were granted by forgotten deities, they spread their blasphemous works, tricking their dupes into speeding Tharizdun's unholy release. To further hasten their sinister work, these zealots also formed the cult of the Elder Elemental Eye, a mysterious religion that still lingers today. Most worshipers, however, are unaware that the Elder Elemental Eye is truly an aspect of Tharizdun.

BLAZE BONES

Evocation/Necromancy [Evil, Fire]
Level: Clr 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Short (25 ft. + 5 ft. 2/levels)
Targets: One corporeal undead
Duration: 1 round/level
Saving Throw: Will negates (see below)
Spell Resistance: Yes

You wreathe one corporeal undead creature in a corona of flames. Unintelligent undead receive no saving throw against this spell. The undead creature gains a +2 bonus on all melee attack rolls and deals an additional 1d6 points of fire damage

with every successful melee attack. It also takes 1d3 points of fire damage every round. Any effect that prevents the 1d3 points of damage (such as fire resistance) also ends the *blaze bones* spell.

If the undead drops to 0 hit points while under the effects of this spell, it explodes in a small burst of flames. The flames deal 2d6 points of fire damage to all creatures adjacent to the undead (Reflex save for half).

Burning Hate

Enchantment/Evocation [Evil, Fire]
Level: Clr 2, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Short (25 ft. + 5 ft. 2/levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Reflex half
Spell Resistance: Yes

You fire a bolt of flame at the target, both dealing damage and marking it as the target of your hate. The bolt deals 1d6 points of fire damage per two levels (maximum 5d6). A successful Reflex save halves this damage. A thin halo of flames surrounds the target for the remainder of the spell's duration. The flames deal no damage, but they inspire great hatred in you and your allies when looking at the target. You and your allies gain a +1 morale bonus on all attack and damage rolls made against the target for the duration of the spell.

Caustic Disdain

Enchantment/Evocation [Acid, Evil]
Level: Clr 4, Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude partial (see text)
Spell Resistance: Yes

You encase one target in a field of acidic vapor. The field deals 1d6 points of acid damage each round, with a Fortitude save allowed for half damage. (A single save is made for the duration of the spell.) The aura of acid lingers around the target, causing a foul odor, making its appearance haggard and unkempt, and magically dampening the enthusiasm of characters wishing to assist your target.

Any creature wishing to cast a spell noted as "harmless" (in the saving throw line of a spell's description) on the target during the duration of the spell must make a Will save. On a failed save, the caster loses the spell and that part of his action. A caster may make a new save each round. Once a caster saves against the *caustic disdain*, he ignores the effect for the remainder of the duration. This spell does not prevent the targeted creature from being affected by area-of-effect spells.

Cold of the Grave

Evocation/Necromancy [Cold, Evil]
Level: Clr 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Fortitude partial (see text)
Spell Resistance: Yes

You fire a ray of deathly cold necromatic energy. You make a ranged touch attack against one target, dealing 1d6 points of cold damage and 1d6 points of negative energy damage. The target takes 1 point of Strength damage +1 additional point of Strength damage per 4 caster levels (max 5 points). A successful Fortitude save negates the Strength damage.

Liferot

Conjuration/Necromancy [Evil]
Level: Clr 3, Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will partial
Spell Resistance: Yes

The target of this spell begins to sprout fungal growths across its body, particularly around wounds or injuries. For the duration of the spell, the target cannot be healed by any magical means, as every wound is filled with life-leaching fungi. A successful Will save allows the target to receive half the benefits of magical healing for the duration of the spell.

This spell is immune to the effects of *dispel magic* but can be ended with a *remove curse*, *remove disease*, or *diminish plants* spell.

DUAL SCHOOL SPELLS

Some of the elemental spells presented in the *Scripture of Elemental Evil* are dual-schooled, a concept first introduced in the *Player's Handbook II*. Dungeon Masters without that book can either simply restrict the spells to spellcasters with access to both schools (preventing a specialist wizard with no enchantment spells from casting *burning hate*, for example), or treat them all as belonging to only one of the two listed schools.

Storm Slave

Enchantment/Evocation [Electricity, Evil]
Level: Clr 6, Sor/Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Reflex partial
Spell Resistance: Yes

Chains of lightning bind a target, entangling it and dealing 2d6 electricity damage each round. (An entangled creature moves at half speed, cannot run or charge, takes a –2 penalty on attack rolls and a –4 penalty to Dexterity, and must make a DC 15 Concentration check to cast spells.) A target may escape by taking a full-round action to make a DC 25 Strength check or a DC 30 Escape Artist check.

Additionally, the target can choose to free itself from the chains of electricity by submitting to a *charm monster* effect. The target becomes aware of this option 1 round after the spell is cast.

If the target allows this, the *storm slave* spell ends, and the target is affected as if by *charm monster* with no Will save (the target is considered to have consciously failed any saving throw).

If the target of the *storm slave* makes its Reflex save, it is not entangled by the lightning and takes only 1d6 points of electricity damage a round. It may still end the spell by allowing itself to be affected by a *charm monster* effect.

A creature that touches the target of the spell (to heal it, aid another, or even make an unarmed or natural weapon attack) takes 1d6 points of electricity damage.

Summon Avatar of Elemental Evil

Conjuration (Summoning) [Evil, see text]
Level: Clr 8
Components: V, S, DF
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./ levels)
Effect: One summoned avatar of elemental evil
Duration: Concentration, up to 1 round/level
Saving Throw: None
Spell Resistance: No

You conjure a being equal parts elemental force and unabashed evil known as an avatar of elemental evil (see page 7 of *Monster Manual IV*). You can use this spell to summon a cyclonic ravager, a holocaust disciple, or a waterveiled assassin. You must be caster level 18 or higher, though, to coerce a black rock triskelion into answering your summons. The creature you summon appears in the spot you designate and acts immediately on your turn, attacking your opponents to the best of its ability. You must concentrate to maintain this spell's effect, but commanding the creature is a free action.

If you speak the avatar of elemental evil's language and are close enough to communicate with it, you can direct it to attack particular enemies or to perform other actions. An avatar can't be summoned into an environment hostile to it in any way (for example, you couldn't summon a holocaust disciple underwater or a black rock triskelion in midair).

When you use a summoning spell to summon an avatar of elemental evil related to air, earth, fire, or water, it becomes a spell of that type.

NEW SPELLS OF ELEMENTAL EVIL

The *Scripture of Elemental Evil* possesses several new spells.

Cleric Spells

2nd-Level Cleric Spells

Blaze Bones: Enhance an undead with flames that also damage it.

Burning Hate: Deal 1d6 fire damage/two levels and inspire hate toward your target.

Cold of the Grave: Deal 1d6 cold damage, 1d6 damage from negative energy, and Strength damage.

3rd-Level Cleric Spells

Liferot: Cover target in fungi, making it unable to benefit from magical healing.

4th-Level Cleric Spells

Caustic Disdain: Deal 1d6 acid damage/round to target and make others less willing to aid it.

6th-Level Cleric Spells

Storm Slave: Entangle target in lightning and possibly cause it to accept a *charm monster* effect.

8th-Level Cleric Spells

Summon Avatar of Elemental Evil: Calls powerful being of elemental evil to fight for you.

Sorcerer/Wizard Spells

2nd-Level Sorcerer/Wizard Spells

Blaze Bones: Enhance an undead with flames that also consume it.

Cold of the Grave: Deal 1d6 cold damage, 1d6 damage from negative energy, and Strength damage.

3rd-Level Sorcerer/Wizard Spells

Burning Hate: Deal 1d6 fire damage/two levels and inspire hate toward your target.

4th-Level Sorcerer/Wizard Spells

Caustic Disdain: Deal 1d6 acid damage/round to target and makes others less willing to aid it.

Liferot: Cover target in fungi, making it unable to benefit from magical healing.

6th-Level Sorcerer/Wizard Spells

Storm Slave: Entangle target in lightning, and possibly cause it to accept a *charm monster* effect.

 by Andy Collins • illustrated by Andrew Hou

OFFICIAL ANSWERS TO YOUR QUESTIONS

This month, the Sage delves into the mysteries of magic. Send your questions for the Sage to **sageadvice@paizo.com**.

What are the Challenge Rating adjustment and level adjustment for an awakened animal?

The rules don't state such values, so it's up to the DM to decide. Chapter 4 of the *Monster Manual* suggests that an animal should gain +1 to its Challenge Rating per 3 extra HD; since awaken adds 2 HD along with an Intelligence and Charisma boost, +1 seems like a reasonable value.

Since most animals don't have a level adjustment listed, calculating the effect of an *awaken* spell on LA is more complicated. Your best bet is to look at the final result and determine a level adjustment for that creature (rather than calculating separate level adjustments for the original animal and the *awaken* effect). Page 25 of *Savage Species* has advice on setting level adjustments.

Does an awakened tree gain skills and feats?

Here we must determine which of two statements takes precedence. The *awaken* spell states that the tree "has characteristics as if it were an animated object" (except for its type and its Intelligence, Wisdom, and Charisma scores), while the *Monster Manual* indicates that any creature with an Intelligence score has skills and feats.

The Sage believes that the spell's description should take precedence, so the tree wouldn't gain any skills or feats.

Upon casting *awaken undead* (*Libris Mortis*, page 62), does the undead in question gain skills and feats?

Awaken undead specifically states that the targets "do not regain any skills or feats they had in life," which strongly suggests that the creatures don't gain skills or feats of any kind (other than the armor and weapon proficiencies they had in life, as indicated in the next sentence).

What happens when multiple creatures dominate the same target?

In most cases, both dominate effects would work normally. Each time one of the controllers gives the target a command, the target follows that command to the exclusion of all other activities. As long as the commands don't conflict, the target simply follows all commands given.

The only sticky situation comes when the orders conflict, but that's handled on page 172 of the *Player's Handbook*: "If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys."

Is a character who remains within the area of effect of an *Evard's black tentacles* spell subject to being grappled again after avoiding the tentacles initially, or only upon entering the area?

It appears that *Evard's black tentacles* attack anyone a) in the spell's area when the spell is cast, or b) anyone entering the area, but not c) anyone within the area of the spell on later rounds but free of the tentacles. Thus, if you avoid the initial attack or free yourself from the grapple, the tentacles won't attack you again.

Do spells like *Evard's black tentacles* and *ice storm* affect a creature with damage reduction overcome by magic and bludgeoning? Do the tentacles and hailstones deal magical bludgeoning damage?

Any damage dealt by a spell or other magical effect is unaffected by damage reduction.

How does *Evard's black tentacles* work on the Ethereal Plane? How about the Astral Plane?

Just fine, thanks for asking.

The Sage is guessing, however, that you're more interested in knowing how the spell works with no surface to be cast upon, rather than when cast on another plane. (Both the Ethereal Plane and Astral Planes include small areas of solid ground.)

Evard's black tentacles only functions if there is a surface from which the tentacles can spring. The spell includes "water" as a surface from which the tentacles can grow, but it's unclear whether this means the surface of a body of water or simply anywhere within a body of water (the Sage leans toward the former option, as it often makes more sense). The spell simply fails to function if cast in open space, whether that's the void of the Astral Plane or simply the air a hundred feet above the ground.

Can you detect *explosive runes* with *detect magic* before they actually explode?

Assuming you don't cast *detect magic* while actually reading the runes, yes. For example, a character casting *detect*

magic from across the room, or on a closed book with *explosive runes* on an interior page, would detect the *explosive runes* but wouldn't set them off.

If my character moves from a square within the area of a *grease* spell to an adjacent square outside the spell's area, does he have to make a Balance check?

No. As a general rule, terrain effects only apply to characters entering a square with the terrain effect, not to those leaving such a square. A creature leaving a greased square need not succeed on a Balance check to do so (of course, he must have succeeded on a Reflex save to remain standing).

Is a character in the area of a *grease* spell flat-footed?

Yes. Any character who is attacked while balancing is considered flat-footed unless he has 5 or more ranks of Balance (*Player's Handbook*, page 67).

If a creature standing in the area of a *grease* spell takes damage, does it have to succeed on a DC 10 Balance check or fall down?

Yes. Any creature who takes damage while balancing must make another Balance check against the same DC (in this case, 10) to remain standing (*Player's Handbook*, page 67).

Could a person use a full-round action to move 5 feet through difficult terrain as a way to get out of the area of a *grease* spell without making a Balance check?

No. This action (described on page 144 and page 149 of the *Player's Handbook*) simply represents the fact that no matter how difficult the terrain is (or how slow your movement has become), you can still move at least 5 feet each round.

Can you choose not to bring along an item you carry when you cast *teleport*? If you're manacled, can you *teleport* out of the manacles?

The *teleport* spell states that you "can" bring along objects, which indicates that it isn't mandatory. Thus, a manacled wizard could cast *teleport* to free herself from captivity.

***Mordenkainen's disjunction* does not say that it actually physically destroys an item. Can a *wish* restore the item's original magic abilities?**

The *wish* spell has a specific list of effects that it can safely produce, but "restore the magic of an inert item" isn't exactly one of them. However, it does allow you to "create a magic item, or add to the powers of an existing magic item," which seems pretty close. This costs twice the normal XP cost for crafting the item, plus an additional 5,000 XP.

Would *Mordenkainen's disjunction* affect an intelligent magic item?

Mordenkainen's disjunction states that it affects all "magic items" within the radius of the spell. Even though intelligent

items are considered to be creatures (specifically constructs, according to page 268 of the *Dungeon Master's Guide*), they are also still "magic items" and thus can be affected by *Mordenkainen's disjunction*.

The Sage can already hear the next question: What's the difference between a golem (creature; immune to *Mordenkainen's disjunction*) and an intelligent magic item (creature; not immune to *Mordenkainen's disjunction*)?

Unfortunately, this is just one of those places where two completely separate areas of the rules have grown together in an unusual manner. Historically, golems and intelligent magic items haven't shared much (if anything) in common. But as the rules for golems have made them more like magic items (in that they're crafted in a similar manner) and the rules for intelligent magic items have made them more like golems (in that they're considered creatures with the construct type), weird situations like this occur. Two adjacent branches, but growing from slightly different trees, and therefore interacting slightly differently in occasional corner cases of the rules.

Here's the important distinction: Golems are not magic items, and *Mordenkainen's disjunction* only affects "magical effects and magic items." Intelligent magic items are, as one would expect from their name, magic items (even though they're also creatures), so the spell affects them.

If *Mordenkainen's disjunction* stated that it only affected objects, the answer might be different (since an intelligent magic item is a creature, not an object). But it doesn't, so it's not.

Can a *Mordenkainen's disjunction* destroy magic items stored in a *bag of holding*? What happens to the items within if it destroys the *bag of holding*?

It's not entirely clear where items stored within a *bag of holding* (or similar storage item) actually "are" (whether stored inside a bigger-than-it-looks container or actually floating in some extraplanar void). The bag's entry (*Dungeon Master's Guide*, page 248) simply describes it as opening "into a nondimensional space" with an "inside larger than its outside."

The Sage's suspicion is that most DMs consider items within a *bag of holding* to be "not there"—that is, the items aren't actually bouncing around on the owner's hip but are instead suspended in an extradimensional/extraplanar "somewhere else." The Sage further suspects that this determination is a combination of a) ease of game play and b) a leftover legacy of previous editions of the game.

The simplest solution, then, is to say the items in a *bag of holding* aren't actually present to be affected by *Mordenkainen's disjunction* (or any other effect that might otherwise damage items stored in a bag or pack).

That doesn't, however, render such items perfectly safe. The rules don't state this clearly, but the entry for the *bag of holding* strongly suggests that if it is destroyed by any means, the contents are "lost forever." Thus, a *Mordenkainen's disjunction* spell that successfully turns a *bag of holding* into a normal bag also "destroys" anything held within the bag. (A *dispel magic* or similar effect that simply suppressed the bag's magic would strand the items temporarily, but they'd be reachable again as soon as the magic returned.)

When you grow larger with *righteous might*, do you also get the –2 penalty to Dexterity for growing from Medium to Large? The spell description does not indicate that, but other descriptions for size increase do.

No. The changes to statistics by size indicated in Table 4–2 in the *Monster Manual* are primarily a guideline for monster creation, rather than hard-and-fast rules. Although many size-change effects mimic the numbers given on that table, each such effect has its own unique properties that don't necessarily match the table. (The *enlarge* spell, for example, grants only a +2 bonus to Strength, in contrast to the +8 bonus listed on Table 4–2.)

FULL FRONTAL NERDITY by Aaron Williams
DID YOU HEAR THAT PALLADIUM GAMES IS IN CRISIS?
THE GUYS WHO MAKE THE "RIFTS" GAME?
WHAT HAPPENED?
WELL, THEY CAN'T SAY MUCH FOR LEGAL REASONS, BUT THEY'RE OUT 850,000 TO 1.3 MILLION BUCKS BECAUSE SOMEONE IN THE COMPANY SCREWED THEM OVER.
WHOA, WHOA, WHOA. BACK UP THERE FOR A SECOND.
THEY HAD OVER A MILLION DOLLARS?
YES.
AMERICAN DOLLARS?
YES.
SOMEONE IN OUR GAMING INDUSTRY?
YES!
WHAT A BUNCH OF SELLOUTS.
THEY NEEDED TO RE-LEARN THAT POVERTY AND BEING A GAMER GO HAND IN HAND.
AND THAT THE PARTY'S THIEF WILL TURN ON YOU, EVENTUALLY.
THE SYMPATHY IN HERE IS OVER-WHELMING.

 by Tim Hitchcock • illustrated by Eva Widermann

WILDERNESS MARKERS

ADVENTURER

Those who live in the wilds use a system of markers to communicate with one another, providing details of the lands they protect and explore. Such markers are composed of only a few straight notches to allow quick carving and easy memorization. Keeping a basic shape allows outdoorsmen to create new symbols when needed. Even though new markers don't always communicate their specific meanings, the general idea of the marker is obvious.

Wilderness markers tend to be relatively permanent, as their users engrave them into tree bark and rocks. Wilderness markers come in a variety of different groupings. Most groups have a common shape upon which all other markers are based. Larger geographic features form an exception, as the symbols used to represent them resemble the features themselves and thus do not have a single basic shape.

Wilderness markers come in a variety of different groupings. Most groups have a common shape upon which all other markers are based. The most frequently used wilderness markers appear here.

Rogues and other scalawags within cities and urban environments use another set of markers that reflect the hazards and opponents they might face. Check out "Urban Markers," in the Adventurer Class Act on page 86 of DRAGON #343.

Shelter

The basic shape for a shelter is two parallel vertical lines with a high horizontal line connecting them. It represents a doorway or portal leading into a shelter. Usually, an arrow indicates the direction to the shelter.

Shelter | Cave | Hovel | Cabin | Lean-To | Sanctuary | Castle | Fort or Outpost | Trading Post

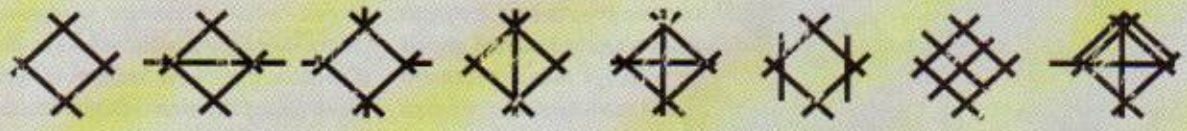
Hunting Grounds

The basic shape for foraging and hunting grounds is a bisected vertical line. It represents the stem of a plant or the spine of an animal respectively.

Foraging and Hunting | Edible Plants | Edible Roots | Medicinal Herbs | Sacred Herbs | Spell Components | Small Game | Medium Game | Large Game

Danger

The basic shape for danger is a diamond. It represents the evil eye.



Danger | Quicksand | Hot Ash or Lava Flow | Bluffs or Cliffs | Crevasse | Avalanche | Traps or Snares | Loose Soil or Sink Holes

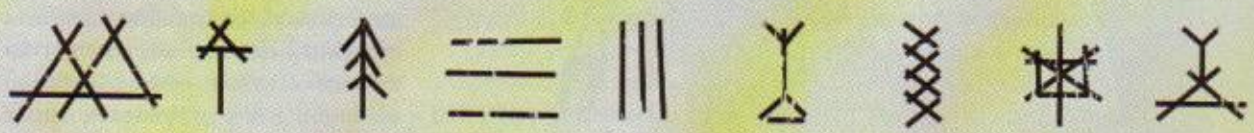
Water

The basic shape for water is a "W," which represents waves.

Water | Good/Safe Drinking | Bad/Unsafe Drinking | Good Fishing | River or Stream | Strong Current | Swamp or Marshes

Geographic Features

Pictographs of notable geographic features represent the features themselves.



Mountains or Hills | Deciduous Forest | Evergreen Forest | Ocean | Desert | Geyser | Hot Spring | Salt Flat | Volcano

by Peter von Bleichert • illustrated by Eva Widermann

ARCHAEOLOGISTS

Archaios Logos: In ancient Greek, it means "discussion" or "study of the ancient."

Archaeologists collect and classify material evidence of the past—usually long-dead cultures of prehistory or that history has lost. Seeking physical remains, the archaeologist explores the Underdrak, underwater, and across the planes, while an equal amount of time is spent in the libraries of the great cities, flipping among dusty tomes and transcribing clues and facts that lead to lost places and relics.

As a scholar, an archaeologist cherishes the opportunity to penetrate a sealed tomb or temple. He deciphers and records glyphs and runes or covets artifacts and relics. While most other PCs adventure for the glitter of gold or sparkle of magic items, the archaeologist traces his hand over the texture of rock, pausing to read a wall panel or clear a vine-concealed mural. According to the archaeologist, treasure adds another piece to the world's knowledge of all events transpiring before the present.

Archaeologists fall into two general camps: collectors (sometimes called acquirers) and true archaeologists (called antiquarians). Bards and wizards excel as archaeologists, with diviners being the best of the best. Other classes sometimes find the intellectual lure of the past too intriguing to pass up, but they frequently lack the all-consuming passion for information found in wizards and bards.

While bard archaeologists have the advantage in skill points, much of what a bard can do with skills a wizard can do with spells. Almost every divination spell a wizard can cast is useful to a collector. Second only to divination is transmutation. *Mending* repairs valuable finds that history has been unkind to, *reduce person* grants the archaeologist access to areas otherwise cut off from him, *knock* gets the archaeologist past the trickiest locks, *fly* puts him out of reach of some dangers and into reach of some riches, and *stone shape* opens walls and speeds digs (among other uses). At the higher levels, *telekinesis* allows the collector to retrieve distant finds or set off pressure-plate traps, *move earth* also speeds digs, and *control water* eliminates (or at least reduces) one of the most common and frustrating obstacles in lost tombs.

The Collector

Operating at a quicker pace than the true archaeologist, the collector pauses only momentarily to admire the architecture of whatever ruins he finds. Archaeology is useful to the collector as a means of accomplishing goals, and he rarely uses its techniques for pure research or for the sake of written records. Dedicated to acquiring rare and unique items of great value (whether mundane or magical), collectors focus their time and

energy on discovering relics and finding ways past ancient guardians and wards. An acquirer lacks the care and patience of an antiquarian, but his results are frequently just as exciting—at least to those interested only in the gold-piece value of an uncovered treasure.

The collector benefits from infiltration skills (Balance, Climb, Disable Device, Jump, Open Lock, Search), as well as Appraise, Decipher Script, and various Knowledge skills (especially geography and history). Gifted with many useful class skills, as well as the invaluable bardic knowledge class ability, a bard makes an excellent choice for a collector. A wizard who follows this path does well to consider taking a level of rogue and supporting his spellcasting with Practiced Spellcaster (*Complete Arcane*). A spellthief (*Complete Adventurer*) collector can make for a very interesting character as well. Regardless of his beginning class, a collector can also benefit from the temple raider of Olidammara prestige class (*Complete Divine*, page 67).

The True Archaeologist

Once he arrives at a site, the true archaeologist divides it into 3-foot-by-3-foot squares. He and his assistants draw schematics of the site's topography and log and record finds *in situ* (where they are found). He then carefully removes, inventories, and properly stores each find. When the antiquarian returns from the field to the academy, college, library, or museum that launched the expedition (digs are expensive and need backers), items are dated and organized by epoch and the creating civilization. Such work requires huge investments of time, making it impractical (or at least dull) for most adventuring groups. Thus, a true archaeologist PC benefits from the Leadership feat: he can set up the dig and leave the messy and boring details to his cohort.

The true archaeologist benefits from interpersonal skills (Bluff, Diplomacy, Intimidate, Sense Motive), Decipher Script, Knowledge skills (especially geography and history), and Speak Language. An antiquarian with the Leadership feat has a ready supply of followers in his students. A bard who follows the path of the true archaeologist should not be afraid to use his bardic music abilities in order to enhance his other talents. Meanwhile, methodical research and analytic descriptions of discoveries are pillars of both archaeology and wizardry.

Archaeologist Feats

The following feats assist archaeologists in performing their duties. Other characters interested in uncovering and interpreting the past or locating items of great value might also find use for these.

Chronicle [General]

You can accurately discern the date of an art object and sell it to a proper establishment for a higher-than-normal rate.

Prerequisite: Int 13, Appraise 4 ranks, ability to cast arcane spells.

Benefit: You gain a +1 bonus on Appraise checks. By succeeding at a DC 20 Appraise check, you can discern the approximate age of a nonmagical art object (any treasure that isn't coins, gems, or jewelry). If you succeed at this check, you may sell the item to a college, museum, school, or university for more than its actual value, depending on the age of the item. You may only attempt the special Appraise check once. You must sell the item to an academic institution, and not to an individual, merchant, or shop. The age of the item determines how much more you can get for it, as shown on the following chart. Your DM might adjust the listed years to better match the age of his campaign world.

Object's Age	Extra Value
<100 years	—
100–199 years	+1%
200–499 years	+5%
500–999 years	+10%
1,000–1,999 years	+15%
2,000+ years	+20%

Special: If you belong to an affiliation (*Player's Handbook II*, page 163) that is an academic institution (a college, museum, school, or university), you may instead sell items at the normal amount to gain a +1 to your affiliation Score for every 2,000 gp you forgo (to a maximum of +10).

The Archaeologist's Toolkit

Besides starting gear, the following additional equipment serves an archaeologist well: silk rope (50 ft.), bullseye lantern or common lamp, light hammer and pick, net, fine brush, spade shovel, thieves' tools, and traveler's outfit.

A hand crossbow and dagger suits the archaeologist better than larger weapons. Some choose to combine tool and weapon into one, as with the whip.

Find Relic [General]

You possess an uncanny ability to find lost treasures.

Prerequisite: Ability to cast *locate object*.

Benefit: Whenever you pass within 10 feet of an item or object worth more than 1,000 gp you are entitled to a Search check to notice it as if you were actively looking for it.

Relicguard Spell [Metamagic]

Your spells do not damage objects.

Benefit: A relicguarded spell has no effect on objects. It cannot target an object and any object caught within its area is immune to its effects, even if a creature holding the item is affected. Creatures immune to spells that do not affect objects (such as constructs and undead) are also immune to a relicguarded spell.

Trap Mastery [General]

You are adept at locating, disabling, and evading traps.

Prerequisite: Knowledge (architecture and engineering) 9 ranks, Investigator or Nimble Fingers.

Benefit: You gain a +1 bonus on Disable Device and Search checks made to locate and disable traps. In addition, you gain a +1 bonus on all saving throws made to avoid the ill effects of traps.

by Andrea Paulinski • illustrated by Eva Widermann

DIVINE

Lost Ones

They say everyone has his faith shaken now and then. Maybe a beloved family member dies mysteriously or a war tears apart homes and ideals. Even the most pious of a deity's worshipers are sometimes left shaken by tragedy. Usually, though, these feelings of unease pass and faith is restored, if not strengthened.

But not always.

Those who wander the world, looking for answers to questions pertaining to gods and men, are known as "lost ones." Paladins, clerics, favored souls, and even druids and rangers can all succumb to hopelessness and doubt. Despite their misgivings, only rarely do lost ones completely renounce their former deities. Typically, lost ones only seek explanations to their questions. Once they have their answers they want nothing more than to regain their deities' good graces.

Some lost ones band together, and these groups frequently house wide arrays of alignments and beliefs. A lost one of Obad-Hai, for example, might work with a lost one of Ehlonna in order to discover the true path together; and once they find what they seek they might discover the uselessness of their rivalry. Other outcasts and lost ones occasionally search for these bands in hopes of finding acceptance and camaraderie, but they rarely succeed. If such folk are worthy, a group of lost ones find them first. Lost ones watch taverns, adventuring guild houses, temples, and other places where discouraged souls who need some reassurances of faith might dwell.

A lost one worships every day, almost always in a loose and informal style. He finds himself free of the strict codes of his church, enabling him to contemplate his deity's workings in the world. This practice puts a lost one in danger of never returning to the comforting embrace of his deity. Frequently, such a lost one begins to worship a more ideal version of his deity, losing sight of the true being he revered in the first place. Sometimes, a lost one goes as far as refuting the existence of the actual deity. It is then that the lost one becomes truly lost. A truly lost character loses all class features of the divine spellcasting classes he had until he finds a way to return to his deity's good graces (this usually requires a quest of some sort and is never as easy as just casting *atonement*). Alternatively, other, more sinister deities might work to convert the character to their worship, often through subtlety and subterfuge.

Regardless of the deity he worships, the class features of a lost one's abilities frequently change—a signal of his new-found status. A lost one's alignment cannot match that of his deity, nor can it be diametrically opposed. This might cause the lost one to change his alignment, which might make the lost one lose access to his class features (such as a paladin taking a level of lost one).

Becoming a lost one might cause a character to change his alignment.

Variant Class Features

When a character begins to doubt his own faith, his abilities change to reflect his newfound status. The following variant class features list the lowest level at which they may be taken. Variant class features first appeared in *Player's Handbook II*.

Domain Focus

Clerics lose their way the most easily, especially at lower levels. Even more experienced clerics sometimes become shaken by unexpected tragedies. When a cleric loses his way and sees only the "pure" version of his deity, he focuses on a single aspect of his deity to the exclusion of all others.

Level: 1st.

Replaces: If you select this class feature, you lose the ability to spontaneously convert prepared spells into *cure* or *inflict* spells. You also lose access to one of your domains and all spells on that domain spell list are permanently removed from all your spell lists.

Benefit: You gain many of the benefits of your remaining domain as if you had taken it twice.

You gain double the benefit from your remaining domain's granted power, if applicable. If your remaining domain granted power has a limited number of uses per day, you may use the domain granted power twice as many times per day; if your remaining domain granted power offers a bonus, the bonus is doubled. If your remaining domain granted power has limited uses and also grants a bonus (such as the granted power of the Destruction domain), you must choose which to double: the number of times per day you can use it or double the bonus; you do not gain both. The number of uses per day that doubles does not count additional uses based on ability scores. For example, domain granted powers that grant you the ability to turn or rebuke elemental creatures grant you that ability a number of times per day equal to 6 + your Charisma modifier, and not 6 + double your Charisma modifier.

Focused Animal

Those allied with nature are perhaps the hardest to distemper, but even druids can lose their faith. When a druid no longer reveres the entirety of nature, he sometimes learns to communicate with his closest ally: his animal companion.

Level: 1st.

Replaces: If you select this class feature, you do not gain trackless step, wild shape, or woodland stride.

Benefit: You gain the effects of a continuous *speak with animals* spell, but you may only use it to speak with your animal companion. In addition, for the purpose of determining your animal companion's bonus Hit Dice, natural armor adjustment, Strength and Dexterity adjustment, bonus tricks, and special abilities, you are treated as a druid two levels higher than you actually are. This does not allow you to gain a more powerful alternative animal companion at an earlier level. See page 36 of the *Player's Handbook*.

Power of the Self

Paladins are hardest hit by becoming lost ones. They lose the strict rigidity of their knightly nature and are cast out into the world without a moral guide or a strong sense of who they are. Lost one paladins lose many of the blessings bestowed upon them by their deities, and must adapt to a life where their personal skills are more important than their divine gifts.

Level: 4th.

Replaces: If you select this class feature, you do not gain divine grace, divine health, or your *special mount*. If you have already gained on or more of these abilities before becoming a lost one, you immediately lose access to them upon becoming a lost one.

Benefit: At 4th level and every four levels thereafter (8th, 12th, 16th, and 20th), you gain a fighter bonus feat, just as if you had taken levels in fighter.

Solitary Hunting

A ranger who loses his faith also loses his most obvious blessing of nature: his animal companion. In return, though, he becomes even more self-reliant.

Level: 1st.

Replaces: If you select this class feature, you do not gain your animal companion. If you already have an animal companion, it abandons you immediately.

Benefit: Your favored enemy bonus also applies to your attack rolls.

Rebuilding Your Character

Variant class features require you to acquire them at specific levels. But what happens if your character loses his faith at a higher level? If you have already reached or passed the level at which you can take the feature, you can use the retraining option described on page 192 of *Player's Handbook II* to gain an alternative class feature in place of the normal feature gained at that level.

As described in *Player's Handbook II*, retraining is similar to attaining a new level, and in fact the option can only be chosen during level advancement.

The Process

You can trade the necessary class features of one of your character's classes for a variant class feature of that class. If the variant class feature gained has prerequisites, not only must the character meet them in his current state, but you must also be able to show that he met them when you could have chosen the level originally.

The new option must represent a choice that you could have made at the same level as you made the original choice. Also, the new choice can't make any of your later decisions illegal—although it might automatically change class features acquired later if they are based on the initial choice.

Divine Conversion

Page 193 of *Player's Handbook II* also has rules to allow a cleric to willingly change his deity. The retraining rules can't be used to accomplish this task.

by Amber E. Scott • illustrated by Eva Widermann

THE RANGER GUIDE

WARRIOR

This guide employs charts, rules clarifications, suggestions, and rulebook references to enhance and ease the playability of rangers. While designed for rangers, fighters, rogues, and scouts might also find much of the information presented here useful.

Two-Weapon Fighting

The Two-Weapon Fighting feat tree is vital to the archer.

Feats: Dual Strike (*Complete Adventurer*), Greater Two-Weapon Defense (*Complete Warrior*), Improved Two-Weapon Defense (*Complete Warrior*), and Oversized Two-Weapon Fighting (*Complete Adventurer*).

Combat Expertise adds its penalty to all attacks but its AC bonus only once. Power Attack doesn't apply to light weapons (except for unarmed strikes and natural weapons).

You can use a light thrown weapon with the two-weapon fighting rules, but you need Quick Draw to draw enough weapons for your attacks (except for shuriken). Rapid Shot works with Two-Weapon Fighting, but both penalties apply to every attack.

Prestige Classes: Dervish (*Complete Warrior*) and tempest (*Complete Adventurer*).

Archery

The Point Blank Shot feat tree is vital to the archer.

Feats: *Complete Warrior* provides Improved Rapid Shot, Ranged Disarm, Ranged Pin, Ranged Sunder, Sharp-Shooting, and Zen Archery.

Prestige Classes: Arcane archer (*Dungeon Master's Guide*), cragtop archer (*Races of Stone*), order of the bow initiate (*Complete Warrior*), peerless archer (*Silver Marches*), soulbow (*Complete Psionic*), and warsling sniper (*Races of Faerûn*).

Scouting and Tracking

The *Player's Handbook* contains clear mechanics for Listen (page 78), Search (page 81), Spot (page 83), and for tracking (page 101). Terrain and weather modifiers, though, make scouting more complicated.

Feats: Alertness, Quick Reconnoiter (*Complete Adventurer*), and Skill Focus.

Prestige Classes: Bloodhound (*Complete Adventurer*), consecrated harrier (*Complete Divine*), highland stalker (*Complete Adventurer*), justicar (*Complete Warrior*), and seeker of the misty isle (*Complete Divine*).

Animal Companions

Ranger animal companions gain special abilities at a reduced rate. Although an animal companion gains Hit Dice, it does not increase in size. Regular animal companions have good Fortitude and Reflex saves, but dire animal companions have all good saves.

Feat: Natural Bond (*Complete Adventurer*).

Prestige Classes: Animal lord (*Complete Adventurer*), beastmaster (*Complete Adventurer*), waverider (*Savage Species*), and wild plains outrider (*Complete Adventurer*).

Wild Empathy

The wild empathy ability allows rangers to improve the attitude of animals. A wild empathy check equals 1d20 + your ranger level + your Charisma bonus.

Favored Enemies

Favored enemy bonuses apply to Bluff, Listen, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls, used against a favored enemy.

Feats: Favored Power Attack and Improved Favored Enemy (*Complete Warrior*).

Prestige Classes: Darkwood stalker (*Complete Warrior*), gnome giant-slayer (*Complete Warrior*), and hunter of the dead (*Complete Warrior*) focus on types of favored enemies.

ARCHERY MODIFIERS

Circumstances	Penalty
Firing into melee	–4
Firing into melee with Precise Shot	—
Firing into grapple	Random target
Rapid Shot	–2 per attack
Improved Rapid Shot	—

Target's Circumstances	AC Bonus
Target kneeling or sitting	+2 AC
Target prone	+4 AC
Target helpless or pinned	—

SURFACES AND TRACKING

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

TRACKING CREATURES

Creature Size[1]	Survival DC Modifier (for tracking)
Per three creatures in group being tracked	–1
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since trail was made	+1
Every hour of rain since trail was made	+1
Fresh snow cover since trail was made	+10

1 *For a group of mixed sizes, apply only the modifier for the largest size category*

PRECIPITATION AND TRACKING

Precipitation Effect	Spot Modifier	Listen Modifier	Search Modifier	Visibility
Rain	–4	–4	–4	Reduced by ½
Snow	–4	–4	–4	Reduced by ½
Heavy snow	–4	–4	–4	Reduced to 5 feet
Sleet	–4	–4	–4	Reduced by ½
Hail	+0	–4	+0	No reduction
Storms	–8	–8	–8	Reduced by ¾
Strong wind	+0	–2	+0	No reduction
Severe wind	+0	–4	+0	No reduction
Powerful storm[2]	—	—	—	Reduced to 0

2 *In a powerful storm (such as a severe windstorm, hurricane, tornado, or blizzard), Listen, Search, and Spot checks are impossible. Additional effects appear on pages 94–95 of the* Dungeon Master's Guide.

VISIBILITY AND TRACKING

Visibility[3]	Survival DC Modifier (for tracking)
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

3 *Apply only the largest modifier from this category*

WILD EMPATHY

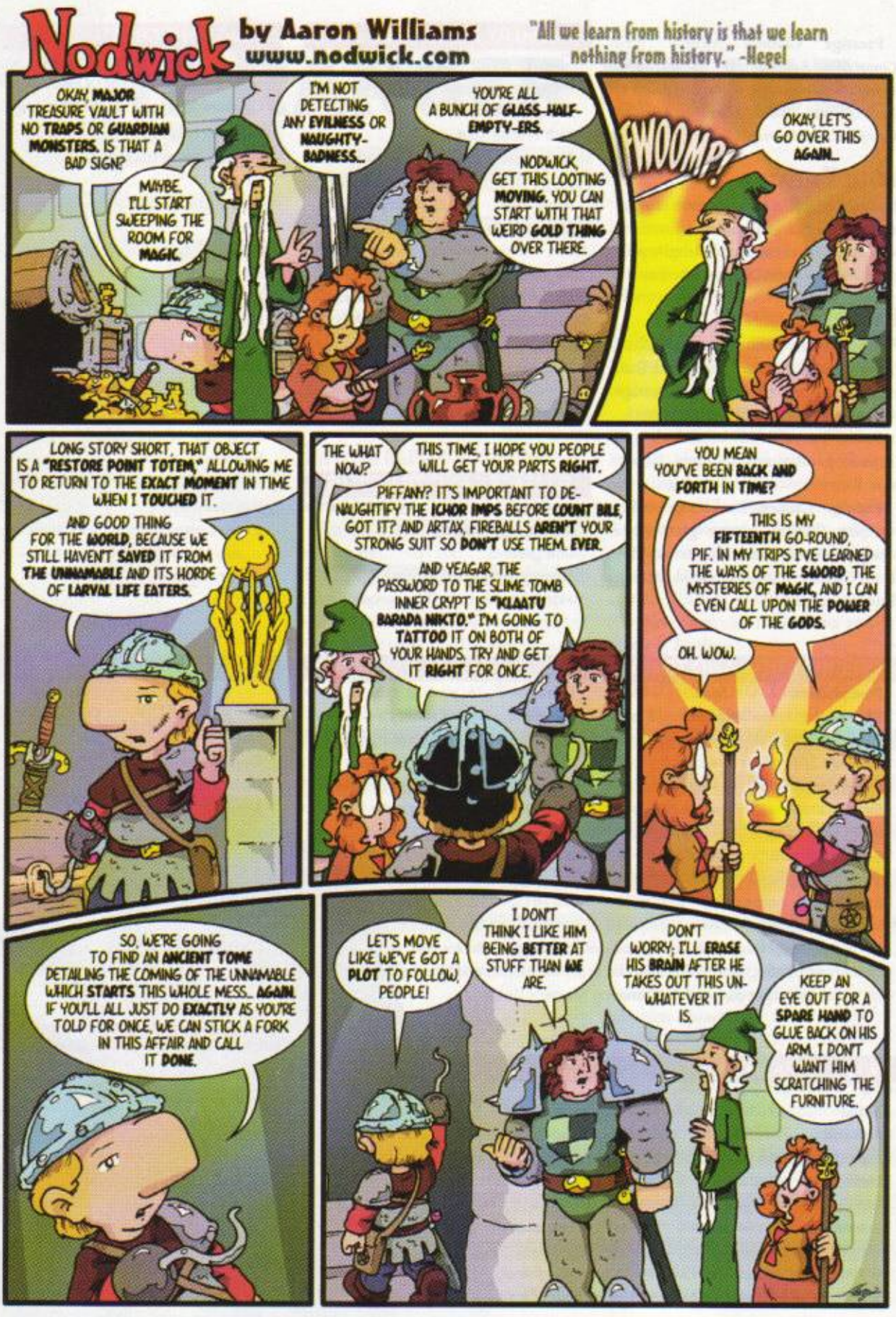
Initial Attitude	—New Attitude (DC to Achieve)— Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly[4]	Less than 5	5	15	25	40
Indifferent[5]	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

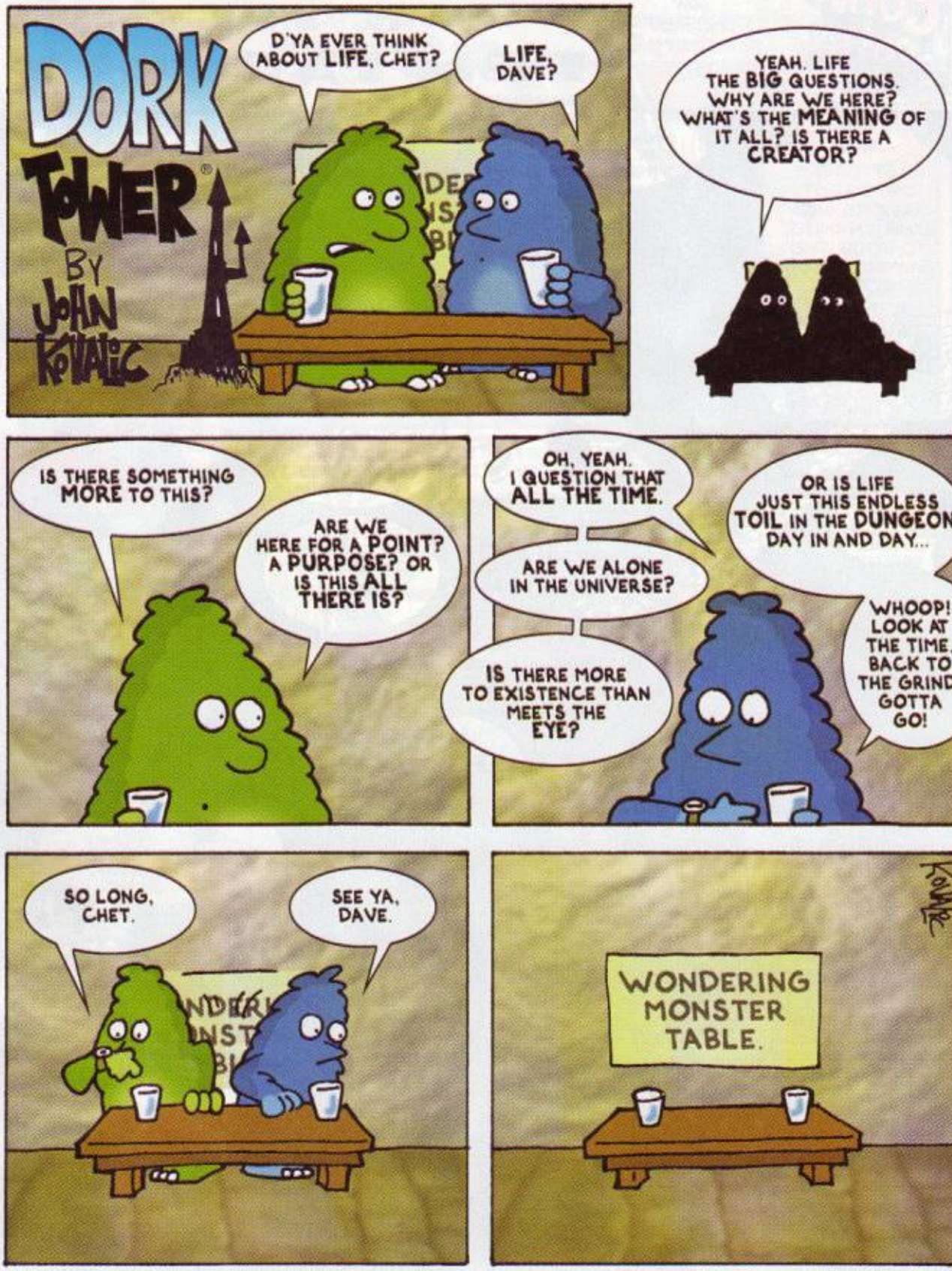
4 *Most wild animals begin with an attitude of unfriendly.*

5 *Most domestic animals begin with an attitude of indifferent.*

TWO-WEAPON FIGHTING

Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off-hand weapon is light	–4	–8
Two-Weapon Fighting feat	–4	–4
Off-hand weapon is light and Two-Weapon Fighting feat	–2	–2


Nodwick
by Aaron Williams
www.nodwick.com
"All we learn from history is that we learn nothing from history." -Hegel
OKAY, MAJOR TREASURE VAULT WITH NO TRAPS OR GUARDIAN MONSTERS. IS THAT A BAD SIGN?
MAYBE. I'LL START SWEEPING THE ROOM FOR MAGIC.
I'M NOT DETECTING ANY EVILNESS OR NAUGHTY-BADNESS...
YOU'RE ALL A BUNCH OF GLASS-HALF-EMPTY-ERS.
NODWICK, GET THIS LOOTING MOVING. YOU CAN START WITH THAT WEIRD GOLD THING OVER THERE.
FWOOMP!
OKAY, LET'S GO OVER THIS AGAIN...
LONG STORY SHORT, THAT OBJECT IS A "RESTORE POINT TOTEM," ALLOWING ME TO RETURN TO THE EXACT MOMENT IN TIME WHEN I TOUCHED IT.
AND GOOD THING FOR THE WORLD, BECAUSE WE STILL HAVEN'T SAVED IT FROM THE UNNAMABLE AND ITS HORDE OF LARVAL LIFE EATERS.
THE WHAT NOW?
THIS TIME, I HOPE YOU PEOPLE WILL GET YOUR PARTS RIGHT.
PIFFANY? IT'S IMPORTANT TO DE-NAUGHTIFY THE ICHOR IMPS BEFORE COUNT BILE. GOT IT? AND ARTAX, FIREBALLS AREN'T YOUR STRONG SUIT SO DON'T USE THEM. EVER.
AND YEAGAR, THE PASSWORD TO THE SLIME TOMB INNER CRYPT IS "KLAATU BARADA NIKTO." I'M GOING TO TATTOO IT ON BOTH OF YOUR HANDS. TRY AND GET IT RIGHT FOR ONCE.
YOU MEAN YOU'VE BEEN BACK AND FORTH IN TIME?
THIS IS MY FIFTEENTH GO-ROUND, PIF. IN MY TRIPS I'VE LEARNED THE WAYS OF THE SWORD, THE MYSTERIES OF MAGIC, AND I CAN EVEN CALL UPON THE POWER OF THE GODS.
OH. WOW.
SO, WE'RE GOING TO FIND AN ANCIENT TOME DETAILING THE COMING OF THE UNNAMABLE WHICH STARTS THIS WHOLE MESS... AGAIN. IF YOU'LL ALL JUST DO EXACTLY AS YOU'RE TOLD FOR ONCE, WE CAN STICK A FORK IN THIS AFFAIR AND CALL IT DONE.
LET'S MOVE LIKE WE'VE GOT A PLOT TO FOLLOW, PEOPLE!
I DON'T THINK I LIKE HIM BEING BETTER AT STUFF THAN WE ARE.
DON'T WORRY; I'LL ERASE HIS BRAIN AFTER HE TAKES OUT THIS UN-WHATEVER IT IS.
KEEP AN EYE OUT FOR A SPARE HAND TO GLUE BACK ON HIS ARM. I DON'T WANT HIM SCRATCHING THE FURNITURE.


DORK TOWER®
BY JOHN KOVALIC
D'YA EVER THINK ABOUT LIFE, CHET?
LIFE, DAVE?
YEAH. LIFE THE BIG QUESTIONS. WHY ARE WE HERE? WHAT'S THE MEANING OF IT ALL? IS THERE A CREATOR?
IS THERE SOMETHING MORE TO THIS?
ARE WE HERE FOR A POINT? A PURPOSE? OR IS THIS ALL THERE IS?
OH, YEAH. I QUESTION THAT ALL THE TIME.
ARE WE ALONE IN THE UNIVERSE?
IS THERE MORE TO EXISTENCE THAN MEETS THE EYE?
OR IS LIFE JUST THIS ENDLESS TOIL IN THE DUNGEON, DAY IN AND DAY...
WHOOP! LOOK AT THE TIME. BACK TO THE GRIND! GOTTA GO!
SO LONG, CHET.
SEE YA, DAVE.
WONDERING MONSTER TABLE.
KOVALIC

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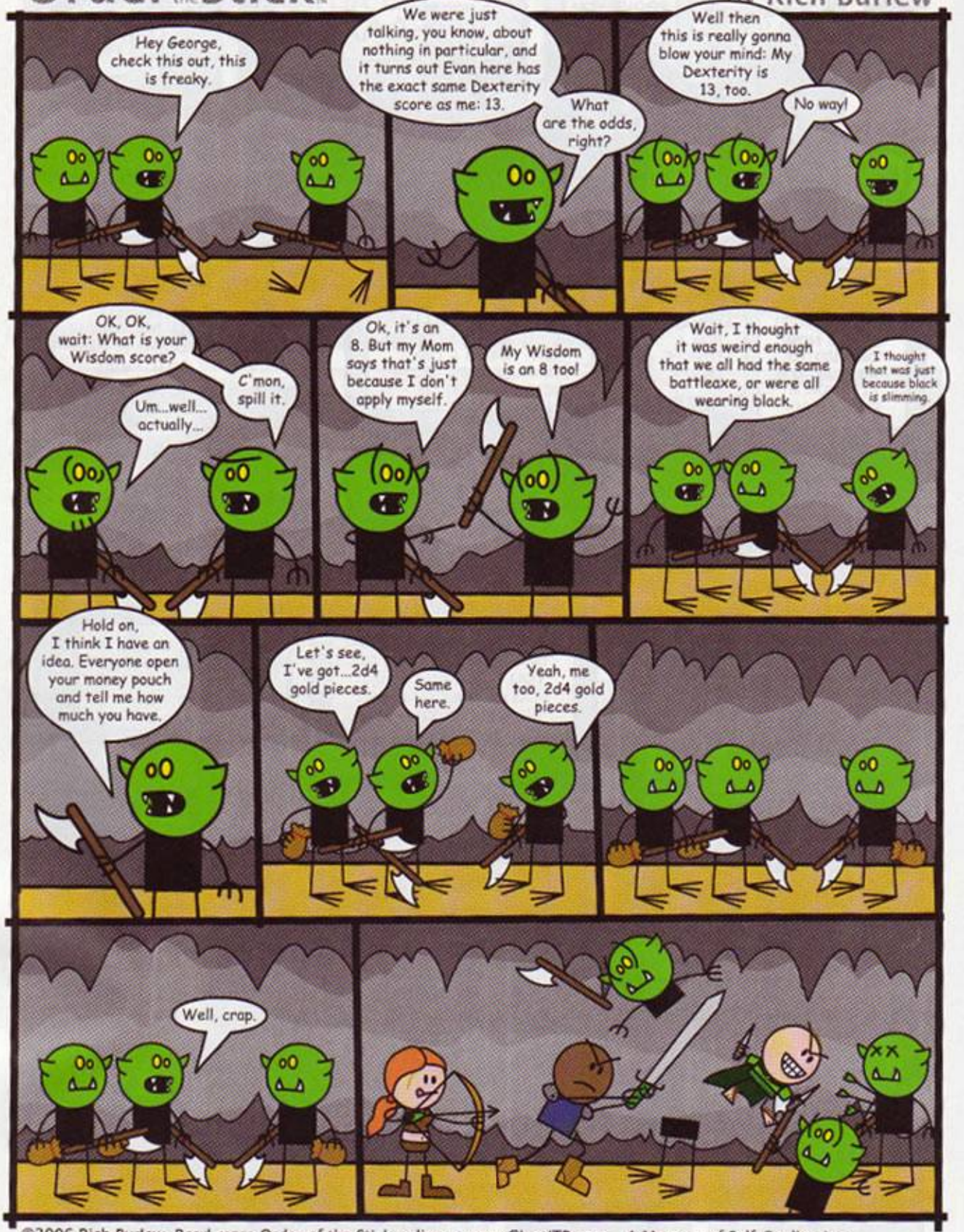
ZOGONIA
AAA! STOP STOP STOP! ME SURRENDER!!
THEN DROP YOUR MACE! PROVE YOU MEAN IT!
SUCKER!
AAAAA!
KEV, NO KILLING THE PRISONER!
HUH?
THE ORC SURRENDERED! WE ARE NOW OBLIGED TO TAKE HIM TO A CITY FOR A FAIR TRIAL.
A TRIAL? FOR A STINKIN' ORC?
BUT HE POISONED A FARMER'S WELL! WE ALL SAW HIM DO IT! WHY SPEND 8 DAYS DRAGGING HIM TO THE NEAREST CITY?!
KEV, DOMATO'S DELVERS DOES NOT KILL PRISONERS! KILLING PRISONERS IS EVIL! WE ARE NOT EVIL!
TELL YOU WHAT... IF IT BUGS YOU SO MUCH, TURN AROUND. I'LL DO THE DIRTY WORK.
ABSOLUTELY NOT!
DINDIL, YOU'RE A RATIONAL ORC-HATING DWARF. DO YOU THINK WE SHOULD MOLLYCODDLE THIS EVIL WELL-POISONER?
I THINK DOMATO IS RIGHT ABOUT HOW IT'S EVIL TO KILL A PRISONER.
FINE! I GIVE UP! LET'S SHEPHERD THIS ORC FOR DAYS AND DAYS SO HE CAN HAVE A TRIAL! WHEE!
EIGHT DAYS LATER...
COURT OF JUSTICE
NOBLE KNIGHT, WE SAW THIS ORC POISON A WELL. WE WANT HIM TO STAND TRIAL.
A TRIAL? FOR AN ORC? JUST BASH HIS BRAINS OUT.
TONY MOSELEY © 2006 WWW.ZOGONIA.COM

The Order of the Stick™

by Rich Burlew


Hey George, check this out, this is freaky.
We were just talking, you know, about nothing in particular, and it turns out Evan here has the exact same Dexterity score as me: 13.
What are the odds, right?
Well then this is really gonna blow your mind: My Dexterity is 13, too.
No way!
OK, OK, wait: What is your Wisdom score?
C'mon, spill it.
Um...well... actually...
Ok, it's an 8. But my Mom says that's just because I don't apply myself.
My Wisdom is an 8 too!
Wait, I thought it was weird enough that we all had the same battleaxe, or were all wearing black.
I thought that was just because black is slimming.
Hold on, I think I have an idea. Everyone open your money pouch and tell me how much you have.
Let's see, I've got...2d4 gold pieces.
Same here.
Yeah, me too, 2d4 gold pieces.
Well, crap.

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